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STAR TREK

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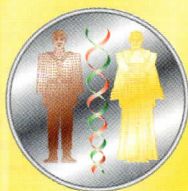
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 15



OTHER GROUPS
AND RACES

ARDANA

Ardana is a world of contrasts. In the air, the beautiful city of Stratos is home to a cultured people who devote themselves to study. But, on the surface, the brutal Troglytes are forced to work in the mines.

Ardana is a member of the **United Federation of Planets**. It is a **Class-M** planet, with a red sky. Remarkably, one of its major cities, **Stratos**, floats in the clouds. The wealthy inhabitants of Stratos have been given the fanciful name of the **Cloud Minders**.

According to **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-**

1701, Stratos is one of the most beautiful and tranquil cities in the Galaxy. The city is designed in elegant simplicity reminiscent of the ancient Greco-Roman style of Old Earth, and its inhabitants dedicate their lives to the study of philosophy and the arts. Kirk's First Officer, **Mr. Spock**, adds that Stratos is one of the finest examples he has ever seen of "sustained antigravity elevation."

Visitors arriving by transporter appear on a stage or balcony that on one side overlooks a great river many miles below on Ardana's surface, and on the other side one of Stratos' public squares. The Stratos-dwellers have developed their own version of the transporter; users appear and disappear in what seems to be a flickering red cloud.

The leader of Ardana is the **High Advisor**. During



the *Enterprise's* visit in 2369 on **Stardate 5818.4**, the High Advisor is **Plasus** and he has a charming and beautiful daughter named **Droxine**.

All the inhabitants of Stratos seem privileged. They live in spacious

▲ *To avoid the formal welcoming ceremony on Ardana, Kirk and Spock originally beam to the zenite mine entrance to gather the mineral. But the High Advisor Plasus intervenes, and beams them up to the cloud city, Stratos, high above the surface.*

UP IN THE AIR

A house divided

To many eyes, Stratos seems to be the perfect city. The architecture is beautiful and the city's inhabitants are cultured, devoting themselves to the pursuit of knowledge, beauty, and art. Yet the floating city of Stratos is supported by a divisive system that condemns the Troglytes to forced labor on the surface. To the inhabitants of Stratos this seems entirely natural; they believe that the Troglytes are a primitive and inferior race. However, a thorough examination reveals that the Troglytes are victims of zenite gas, which impairs mental functions and makes the sufferers aggressive.

▼ *From their position in the sky, the inhabitants of Stratos look down on the planet below them and the Troglytes who work there.*



▲ *The city of Stratos floats in the clouds. It is a remarkable engineering achievement that impresses even the stoical Spock, who states that it is the best example of sustained antigravity elevation he has encountered.*



Planet	Ardana
Class	M
Quadrant	Alpha
Federation status:	Member
Native name	Ardana
Primary star	Unknown
Surface	Rocky outcroppings and large bodies of water
Atmosphere	Nitrogen/oxygen
Description	Red planet as seen from orbit
Moons	Unknown
Life Forms	Humanoid
Important Features	Two-tiered society of cloud-dwellers and surface-dwellers. Only known location for the valuable mineral zenite. This substance is capable of halting botanical plagues.
Starship Log	STAR TREK: The Original Series 'The Cloud Minders'

▼ *Kirk, Spock and the High Advisor Plasus beam up to Stratos from the surface of Ardana using their own type of transporter. Kirk has visited Ardana's Stratos once before, but didn't see much of the city. This time, he's here on an urgent medical mission.*

quarters and dress in elegant clothing. Plasus has long, flowing white robes. Droxine wears a halter top and a long harem-like skirt. Flowing from a single point at the back of her neck is a long cape, and her entire outfit is made of a light shimmering blue material. Her long hair is piled on top of her head in an unusual coiffure, and she wears elaborate earrings.

Security personnel are known as **sentinels**. They wear thigh-length robes held closed by wide black belts that match their high black boots. They wear large beret-like hats – very high on one side and nearly flat on the other – and carry **phaser**-like weapons.

Unequal citizens

But all the beauty and sophistication of Stratos has its price. Far below Stratos, on the rugged surface of Ardana, **zenite** is mined by the **Troglytes**. Unlike the inhabitants of Stratos, the Troglytes live in primitive conditions and are forced to work in the mines. They wear uniform red coveralls, with a slate blue handkerchief protecting the throat.

Although the Stratos-dwellers believe that the Troglytes are inferior intellectually and emotionally, further study indicates that both the Troglytes and the Stratos-dwellers are actually members of the

same race, all of whom once lived on the planet's surface.

What causes the seeming subordinate nature of the Troglytes is the presence of zenite gas in the mining tunnels. After several hours the gas causes even the most reasonable of individuals to act irrationally and violently.

Zenite only gives off the gas in its natural form; after refining, it is entirely safe to use. Its ability to stop biological plagues is particularly prized.

The Troglytes are normally restricted to the planet's surface – any Troglytes on Stratos are carefully monitored. Apparently, infractions are dealt with in various ways. While waiting to discover their fate, Troglytes are kept in pleasant airy jail cells with horizontal bars across the door.

Light offenders

Serious offenders are bound to an instrument of torture known as the **rostrum**, and must suffer bright flashing lights known only as rays. These lights clearly cause great pain.

Though a band of Troglytes called **Disrupters**

has been fighting for equality for many years, it is not until the visit of the *Enterprise* that change seems possible for the people of Ardana. **Dr. McCoy** discovers that, once away from its influence, even a person who has suffered for many years under the influence of zenite gas will recover his or her normal thoughts and feelings. McCoy fashions a filter mask so that whoever works in the mines may do so safely.

Captain Kirk offers the help of the **Federation Bureau of Industrialization** to mediate between the Stratos-dwellers and the Troglytes, but the matter still seems to be in doubt when the *Enterprise* leaves.



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 15

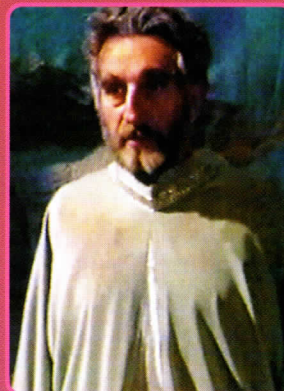
ARDANA



▲ **The Troglytes are barely tolerated by the inhabitants of Stratos, and many are viewed as troublemakers. Serious offenders are shackled to the 'rostrum' and subjected to agonizing beams.**



▲ **Kirk is captured by the Troglytes and forced to work in the mines. While he is there, it becomes apparent that the zenite gas will affect anyone, however civilized they are.**



◀ **Plasus is unwilling to accept that the zenite gas is responsible for the Troglytes' apparent inferiority. However, when Kirk traps him in the mines he is himself affected.**

DIVIDED SOCIETY



▲ Life of privilege

Plasus and his daughter Droxine live in the cloud city of Stratos, leading a privileged life devoted to the pursuit of philosophy and the arts. To outside eyes their society might appear idyllic, but it is built on slavery.

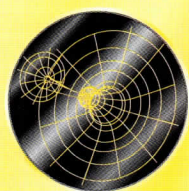
▼ A working class

The inhabitants of Stratos consider the Troglytes, who work in the mines on the surface, to be little better than savages. Any Troglytes who break the law, however justified their cause may seem to outsiders, are dealt with severely.



▲ Rebels

Vanna is one of the leaders of the Troglytes. She is a member of the Disrupters and is instrumental in explaining their cause to Captain Kirk.

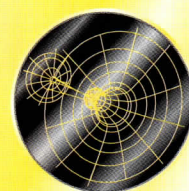


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 29C



SPACE
PHENOMENA

TEMPORAL ANOMALIES

The Romulan officer **Sela** claims to be the child of a **Tasha Yar** from a timeline that was caused by a temporal accident involving the **U.S.S. Enterprise NCC-1701-C** and its historic defense of **Narendra III**.

According to history, the **U.S.S. Enterprise NCC-1701-C** is lost in 2344 making a heroic defense of a **Klingon** outpost on **Narendra III**.

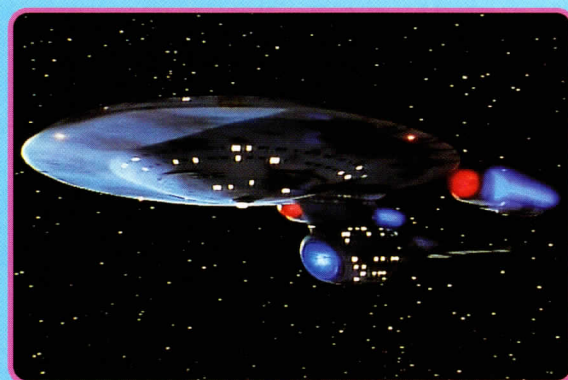
The **Enterprise's** actions impress the **Klingon Empire** and help to usher in a period of lasting peace. But few realize that before it can complete its mission at **Narendra III** the **Enterprise** falls into a temporal rift, which transports it to the year 2366, 22 years into the future. As soon as the **Enterprise** enters the

temporal rift it creates an alternate timeline. This is effectively a parallel universe, in which events progress differently. With the **Enterprise** missing, the **Romulans** overrun **Narendra III** without any serious opposition. There is no report of the **Enterprise's** bravery and, as a consequence, relations between the **Federation** and the **Klingon Empire** do not improve. The two powers eventually enter into war.

This progresses until 2366, when the **Enterprise-C** emerges from the temporal rift. The damaged

ship is offered assistance by its successor, the **U.S.S. Enterprise NCC-1701-D**.

Guinan, one of the crew members of the **Enterprise-D**, is an **El-Aurian**, and she has an awareness that extends beyond the boundaries of normal space-time. She informs **Captain Jean-Luc Picard** that she believes that when the **Enterprise-C** entered the temporal rift it disturbed the proper flow of time, altering events in the past and leading to war with the **Klingons**. If the proper timeline is to be restored, the **Enterprise-C** must return. However, while the



Enterprise-C is in this alternate timeline, its captain, **Rachel Garrett**, is killed. Captain Picard allows one of his crew members, **Tasha Yar**, to take her place on the **Enterprise-C** and travel to the past.

Temporal paradox

As soon as the **Enterprise-C** re-emerges from the temporal rift in 2344, the alternate timeline

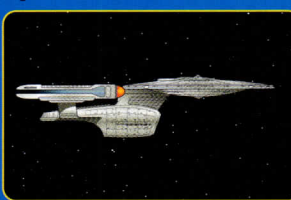
When it enters the temporal rift, the U.S.S. ENTERPRISE NCC-1701-C travels to one possible future. It takes Tasha Yar back to her past, even though she should be dead.

ceases to exist and the war with the **Klingons** never happens. However, the **Enterprise's** brief journey through time has created a temporal paradox. An adult **Tasha Yar** has been brought

KNOWN HISTORY

2344

U.S.S. Enterprise NCC-1701-C fights Romulans at Narendra III.

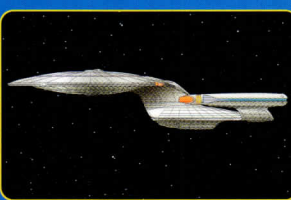


2344

Klingon High Council is impressed by the bravery shown by the crew of the Enterprise.

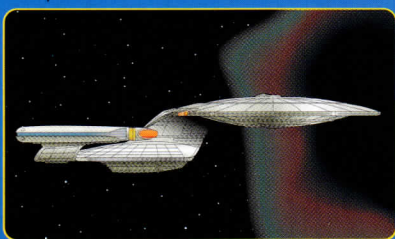
2363

U.S.S. Enterprise NCC-1701-D commissioned.



2366

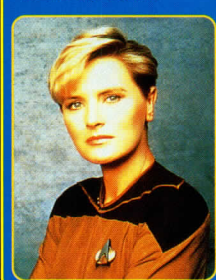
U.S.S. Enterprise NCC-1701-D encounters temporal rift.



2337

2337

Tasha Yar born.



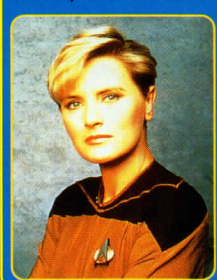
2344

2344

2352

2352

Tasha joins Starfleet.

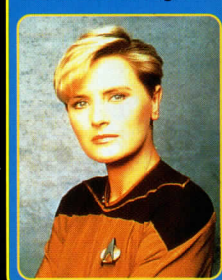


2363

2364

2364

Tasha dies at Vagra II.



2366



back from the alternate timeline. Although the reality in which she lived has ceased to exist, she has been protected by her presence on the *Enterprise-C* and her journey through the temporal rift. Thus there are now two Tashas: a seven-year-old child on her home planet, **Turkana IV**,

and a 29-year-old woman from an alternate reality. According to reports from the Romulans, several

of the *Enterprise-C* crew members, including the adult Tasha, are taken prisoner. The alternate

Tasha is forced to become the consort of a Romulan official. A year later, she gives birth to a daughter

called **Sela**, and a few years after that, in 2349, is apparently executed by the Romulans for attempting to escape. This timeline's own Tasha Yar grows up and enters Starfleet like her counterpart, but ironically in this more peaceful reality she meets a violent death on **Vagra II** in 2364.



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 29C

TEMPORAL ANOMALIES

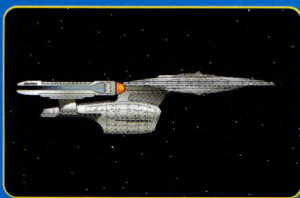


SPACE
PHENOMENA

EFFECTS OF TEMPORAL RIFT

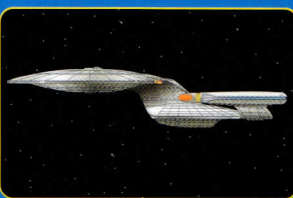
2344

U.S.S. *Enterprise* NCC-1701-C enters the temporal rift.



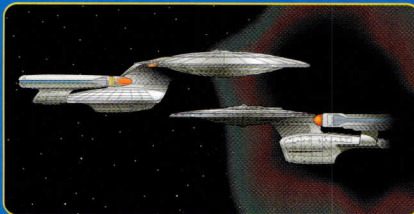
2363

U.S.S. *Enterprise* NCC-1701-D commissioned.



2366

U.S.S. *Enterprise* NCC-1701-D encounters the temporal rift and the U.S.S. *Enterprise* NCC-1701-C.



2337

2344

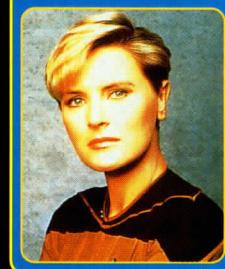
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2366

2337

Tasha Yar born.

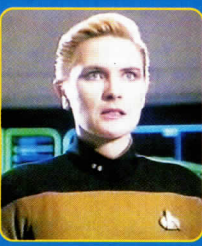


Unknown

War between the United Federation of Planets and the Klingon Empire begins.

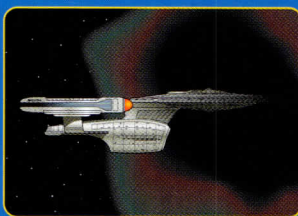
2364

Tasha is not killed on Vagra II.



2366

U.S.S. *Enterprise* NCC-1701-C re-enters the temporal rift. This timeline ends.



ALTERED TIMELINE

2344

U.S.S. *Enterprise* NCC-1701-C enters the temporal rift.



2345

Sela born.



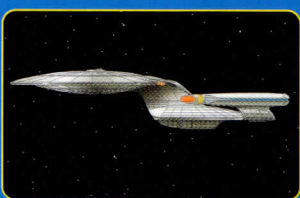
2349

Alternate Tasha dies.



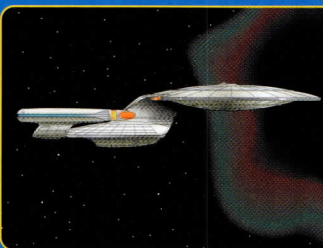
2363

U.S.S. *Enterprise* NCC-1701-D commissioned.



2366

U.S.S. *Enterprise* NCC-1701-D encounters temporal rift.



2337

2344

2345

2349

2352

2363

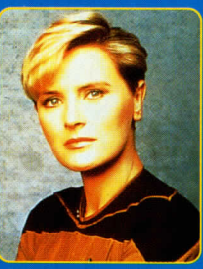
2364

2366

2367

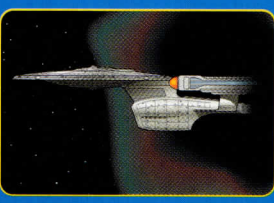
2337

Tasha Yar born.



2344

U.S.S. *Enterprise* NCC-1701-C reappears from the temporal rift. Alternate Tasha Yar captured.



2352

Tasha joins Starfleet.



2364

Tasha Yar dies at Vagra II.



2367

U.S.S. *Enterprise* NCC-1701-D encounters Sela.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3G

ALPHA QUADRANT



CHARTING
THE GALAXY

BRACAS V

CLASS-M PLANET

This **Class-M** world is a vacation destination for **Lieutenant Commander Geordi La Forge** when he takes some time off from his **Starfleet** duties. On the planet, home to beautiful coral reefs, Geordi skin-dives and encounters a school of fish he later compares to the two-dimensional creatures which threaten the **U.S.S. Enterprise NCC-1701-D** in 2367. These space creatures, searching for a cosmic string, also lead to the temporary loss of **Deanna Troi's** empathic abilities.

▶ **Geordi La Forge doesn't just read technical manuals in his spare time; he also manages to have a sporting life, such as his skin-diving on Bracas V.**



BRAX

CLASS-M PLANET

This planet (its actual quadrant is unconfirmed) has played host to **Q**. In fact, his tainted reputation is such that he is known to the inhabitants as the 'god of lies'. **Vash**, the archeologist and friend of **Captain Picard**, accompanies **Q** for two years, and ventures here with him at some point in their travels. She relates this story while on the station **Deep Space Nine** in 2369 after being found in the **Gamma Quadrant**.

▶ **Vash, an archeological explorer, is a determined woman who is not above using others to suit her own ends. She visits Brax with Q.**



BRE'EL IV

CLASS-M PLANET

In 2366, the **Federation** member planet **Bre'el IV** issues a distress call, claiming their planet is in danger of annihilation from its own moon. The moon is speculated to have been knocked out of its natural orbit by either a passing black

hole or possibly a large asteroid. With this new, unstable orbit, the gravitational forces are changed so much it presages certain disaster.

The **U.S.S. Enterprise** is trying desperately to save the moon's orbit, but is not

having any luck. The normally selfish and self-serving **Q** appears, claiming he is powerless after being kicked out of the **Q Continuum**. In a human-like form, **Q** learns the meaning of self-sacrifice when **Data** saves him from the vengeful **Calamarain**. **Q** in turn diverts the creature away from the ship as the **Calamarain** have no argument with the crew, just him. Another **Q** appears and tells him that the **Continuum** is impressed with his sacrifice. They give his powers back to him, and he in turn restores **Bre'el IV's** moon to its original position.

▶ **The Q Continuum restore Q's powers in time for him save the planet Bre'el IV and thus its millions of inhabitants.**



BREKKA

CLASS-M PLANET

A humanoid race populates the **Class-M** planet of **Brekka** in the **Delos** star system. The **Brekkan**s establish a damaging symbiotic relationship with the **Ornarans**, from the neighboring planet of **Ornara**. **Brekka's** only industry is the production of **felcium** - a highly addictive narcotic. The deal is, the **Brekkan**s produce **felcium** and the **Ornarans** take it to survive, as they have been addicted for many years. In return, they provide services for the **Brekkan**s.

BREEN HOMEWORLD

CLASS: UNKNOWN

Little is known of the **Breen** - not even the proper name of their homeworld. They are a secretive race who possess technology and weapons on a par with the **Romulans** and **Klingons**; they use **disruptor-type weapons**, and possess **cloaking devices** for their ships. They seem

to have no political allegiances but are initially suspected in a number of crimes, including the destruction of the **S.S. Vico** in 2368 inside the **Black Cluster**, and the raid on the **Amargosa Observatory** in 2371. The **Romulans** have a saying: "Never turn your back on a Breen."



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3G

ALPHA QUADRANT



CHARTING
THE GALAXY

BRENTALIA

CLASS-M PLANET

The protected planet of **Brentalia** serves as a wildlife sanctuary; it also has a large zoo. In 2368, **Worf** takes his son, **Alexander**, to the planet to see the very rare **Kryonian Tigers**. The planet is

also used to replenish endangered species such as the stick-like **Corvan gilvos**, of which only 14 remain. The gilvos originally come from **Corvan II**, but their life there is endangered by a heavily polluted atmosphere.



◀ **Lieutenant Commander Worf has a difficult relationship with his only son, Alexander; the two have very different ideas about their Klingon heritage. But father and son bond when Worf takes Alexander to Brentalia to see the rare Kryonian Tigers. The beasts are protected due to the sanctuary afforded to rare species on the planet.**

BRYMA

CLASS-M PLANET

This planet houses a secret **Cardassian** weapons depot. **Bryma's** status is discovered by the **Maquis** in 2370, and they plan to destroy the base. They launch an attack on the base using two ships, but are foiled by the intervention of three **Deep Space Nine** runabouts. If this early act of aggression by the Maquis had not been stopped by **Starfleet**, it could easily have led to a **Cardassian/Federation** conflict.



▶ **Calvin Hudson is a Starfleet officer assigned to the Demilitarized Zone. However, he leaves Starfleet to join the Maquis.**

▶ **Although the attack on Bryma is a failure, the Maquis grow in strength. Many Federation citizens, including Kasidy Yates, are sympathetic to the Maquis cause.**



BRINGLOID

CLASS-M PLANET

In 2123 the **S.S. Mariposa**, a **DY-500** type colony vessel, is launched from Earth. The ship, destined for the **Ficus** sector, settles on **Bringloid V**. There, the Irish-descendant colonists set up a basic agrarian lifestyle. The **Bringloidi** descendants of this original settlement must abandon their planet in 2365 due to massive solar flares. They later resettle on **Mariposa**, named in honor of the original transport vessel.

BROWDER IV

CLASS-M PLANET

The **U.S.S. Enterprise NCC-1701-D** is temporarily diverted from an assigned terraforming mission at **Browder IV** in 2366. **Captain Picard** is replaced by an impostor aboard the ship, and **Commander Riker** is forced to take drastic mutinous measures. The impostor is eventually found out to be an energy being capable of shapeshifting. After the impostor is disposed of, the **Enterprise** resumes its terraforming mission.



▶ **The U.S.S. ENTERPRISE NCC-1701-D is faced with the threat of a new Captain Picard in 2366 when an impostor boards ship while the real Picard is used in an experiment.**

BYNAUS

CLASS-M PLANET

This planet is the homeworld to the **Bynars** in the **Beta Magellan** system. The Bynars are a race who normally operate in pairs, and function using binary language. They possess considerable computer-programming skills and are employed by **Starfleet** to carry out much-needed computer upgrades on the **U.S.S. Enterprise NCC-1701-D** in 2364.

▶ **The Bynars are a unique race. They rely heavily on computers and function in binary pairs, giving them advanced computational skills.**





STARFLEET ACADEMY

COMBAT TACTICS

MAQUIS 'PLAY DEAD' MANEUVER

Situation:

You have entered a war zone and are under attack from one of the parties.

Factors:

- It is important to avoid taking sides in the conflict, or even appearing to do so.
- The attack is unprovoked.
- The attacking vessels are considerably less powerful than your ship.
- Destroying the Numiri vessels could have unfortunate consequences, disrupting the balance of power in this sector.

Courses open:

1. Flee. However, this may result in the death of an injured crewman.
2. Destroy the attacking vessels.
3. Attempt to draw the Numiri vessels close enough to disable them without harming them.

Plan:

- Vent exhaust from the dorsal emitters and cut power, making it appear as if your ship is damaged.
- When the attacking vessels close in, lock phasers on their navigational deflectors and, when they are in range, fire. This will disable the Numiri ships without harming the crew. Once the attacking ships have been dealt with, you can continue on your way.



Commander Chakotay is at the helm as the U.S.S. VOYAGER approaches the Benean planet. Chakotay's time with the Maquis, a group of rebels dedicated to fighting the Cardassians, has helped to develop his combat tactics.

STARSHIP FACTS

- The Numiri are at war with the Benea, and are attacking the U.S.S. Voyager in an attempt to kidnap Tom Paris, who has had vital information implanted in his memory.
- Commander Chakotay and B'Elanna Torres had once used the same maneuver against some Starfleet Runabouts.
- Chakotay's attack disables the Numiri ships with the minimum casualties.

With the U.S.S. Voyager NCC-74656 under attack from Numiri vessels, Commander Chakotay suggests trying a Maquis trick that he has found effective in the past.

Chakotay tells Chief Engineer B'Elanna Torres to blow out the dorsal phase emitters. Then Torres orders Engineering to vent a pair of L-N-Two exhaust conduits along the dorsal emitters. This tactic is designed to make it look as if the Voyager has been seriously damaged by the Numiri weapons.

The final element in the 'play dead' maneuver is to cut all engines and take them offline, making it appear that the Voyager is helpless. To Numiri eyes the Voyager is leaking nitrogen

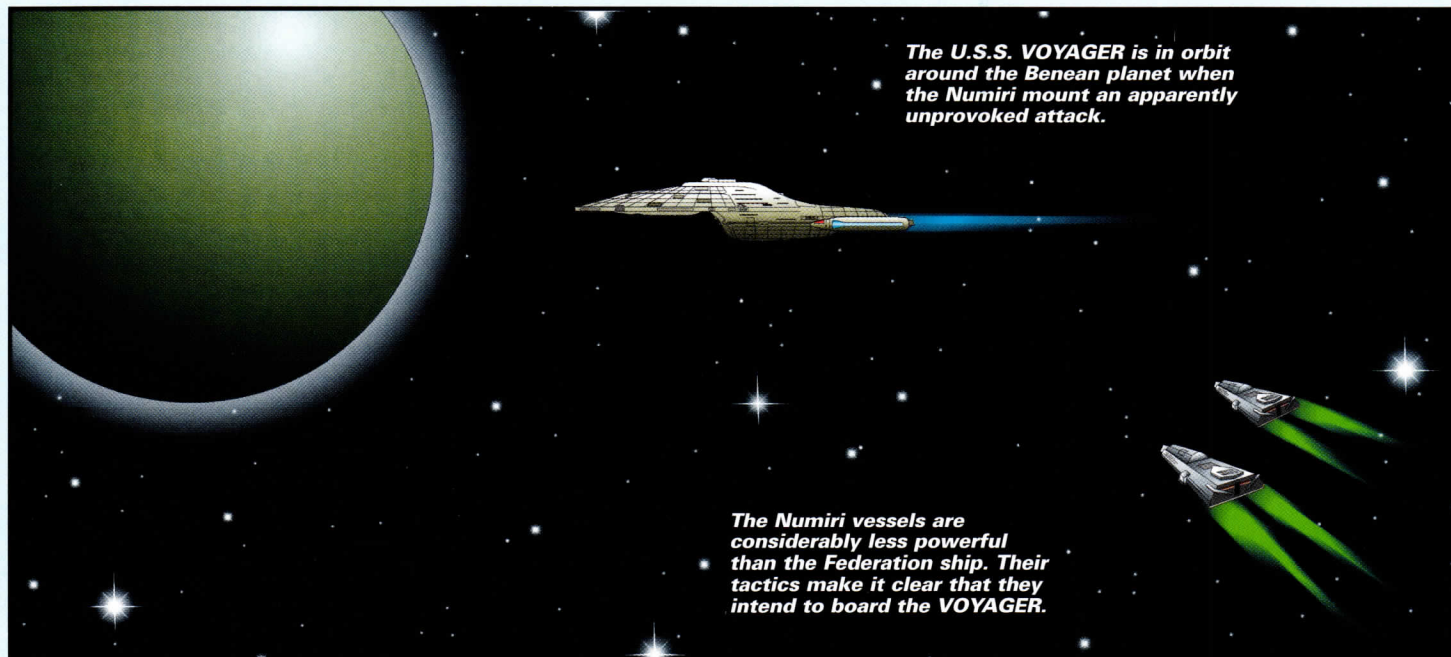
and is apparently in serious trouble.

Falling for the ruse, the two enemy warships begin to close in on the Voyager. Chakotay anticipated this response, and immediately orders the Voyager's phasers locked on to the two Numiri warships' navigational deflectors.

Unexpected attack

When the Numiri warships have closed to within 1,500 kilometers of the 'sitting duck' Voyager, they send out their tractor beams. This is Chakotay's cue to fire the Voyager's phasers. At the same time, he tells Torres, who has been waiting for Chakotay's command, to engage impulse engines.

Instantly the Voyager's phasers blast the two Numiri warships, destroying their navigational deflectors and disabling them, while simultaneously using full impulse power to veer away to safety.



The U.S.S. VOYAGER is in orbit around the Benean planet when the Numiri mount an apparently unprovoked attack.

The Numiri vessels are considerably less powerful than the Federation ship. Their tactics make it clear that they intend to board the VOYAGER.

Chakotay's 'play dead' maneuver is designed to lure the attacking vessels close enough to disable them without destroying them. It may be an old trick but it has worked against Starfleet ships in the past, and it appears to be a tactic that is unknown to the Numiri.



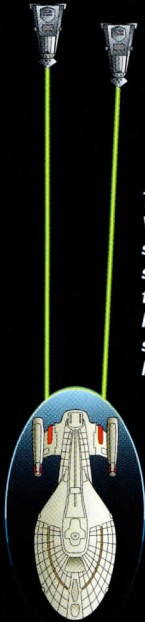


MAQUIS 'PLAY DEAD' MANEUVER

The 'Play Dead' maneuver is used to lure enemy vessels into close range where they can either be disabled more easily or destroyed. It is not exclusively a **Maquis** tactic, although it has been used by them. Although some may have fallen for it, many **Starfleet** officers are familiar with the maneuver.

1: ENEMY FIRE

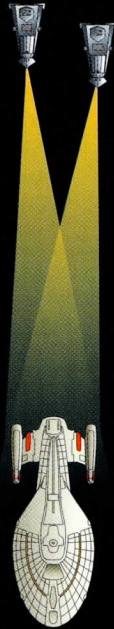
The Numiri fire at the U.S.S. VOYAGER in the hope of inflicting damage.



The VOYAGER's shields are strong enough to protect the Federation ship from the Numiri vessels.

2: TRACTOR BEAMS

The Numiri attempt to lock tractor beams on to the U.S.S. VOYAGER. This is standard procedure when preparing to board a ship.



The tractor beams are ineffective against the powerful Federation vessel.

3: VENT EXHAUST

The Numiri vessels believe that their attack has been successful.



The U.S.S. VOYAGER vents exhaust from the dorsal emitters.

The Numiri mount an unprovoked attack on the U.S.S. Voyager. The Numiri vessels are much less powerful than the Federation ship, but their attack will eventually inflict serious damage on the Voyager.

The Numiri try to lock tractor beams on to the Voyager. This is standard Numiri practice prior to boarding an enemy vessel. The tactic is unsuccessful, and Captain Janeway prepares to attack the Numiri.

Chakotay suggests using a Maquis trick. Janeway agrees, and Chakotay orders B'Elanna to blow the dorsal emitters and vent exhaust, giving the impression that the Voyager has been seriously damaged in the Numiri attack.

4: CUT POWER

Convinced that their attack has disabled the U.S.S. VOYAGER, the Numiri vessels close in.

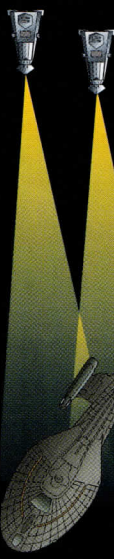


The VOYAGER cuts power to the engines, making it appear that she is seriously damaged.



5: ENEMY APPROACHES

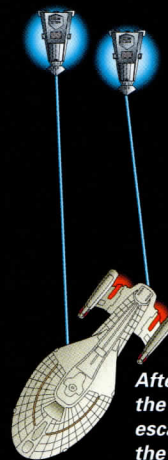
The Numiri make a second attempt to grapple the U.S.S. VOYAGER with their tractor beams.



The VOYAGER locks phasers on the Numiri ships' navigational deflectors.

6: ATTACK

With the Numiri ships at close range, the U.S.S. VOYAGER's phaser fire disables them without destroying them.



After the attack, the VOYAGER escapes from the Numiri ships.

B'Elanna cuts the power and the Numiri move in. To the Numiri ships the Voyager appears to be in serious trouble, and they expect to board the Federation ship without any serious difficulties. The Voyager is, however, fully functioning.

While she appears to be disabled, the Voyager locks phasers on the Numiri ships' navigational deflectors. The Numiri vessels close in and attempt to engage their tractor beam again, preparing to board the Voyager.

With the Numiri vessels extremely close, the Voyager fires her phasers, knocking out her attackers' navigational systems and rendering them helpless. The Voyager powers up her engines and moves away.

The Xhosa

Not all ships are as powerful as a **Starfleet** starship. Most interstellar travel is undertaken by freighters like **Kasidy Yates's** ship, the *Xhosa*. **Kasidy** and her battered freighter have had many clients, from the **Petarians** to the **Bajorans**, and even the **Maquis**.

Kasidy Yates is not your typical tramp freighter captain, even on as remote an **Alpha Quadrant** outpost as **Deep Space Nine**. Even her mode of galactic transportation is unconventional. In direct opposition to the glamorous **Kasidy**, her freighter, the *Xhosa*, is a rundown and obsolete **Petarian** spaceship that seems held together by spit and spirit.

When she first comes to **Deep Space Nine** she is quick to complain about her **Petarian** employers, well known for their low regard for their employees and their unwillingness to spend **latinum** on anything but the absolute bare necessities. But she would not trade her spacefaring lifestyle for anything else. She is willing to put up with such 'minor' inconveniences as having to use **antigrav sleds** to load unstable biomatter because she is stuck with an obsolete **Mark Five Transporter**, which lacks the **Mark Seven's** ability to adjust the **phase transition inhibitor**.

Having skippered for awkward clients for more years than she'd like to admit, **Kasidy** jumps at the opportunity of regular work. In 2372 she is granted a contract by the **Bajoran Bureau of Commerce**, and she and the *Xhosa* are assigned to cargo runs to the outlying **Bajoran** colonies.

A simple ship

The *Xhosa* was named in honor of the **Xhosa** people of the Eastern Cape of South Africa on Earth. The courage of these people, who defied the encroachment of European settlers seeking to take their land, is an important part of **Kasidy's** own heritage. Indeed, the muted browns and simple furnishings of the freighter's interior are as much a representation of Earth's African culture as they are a practical reminder of the difficulty of hauling cargo freelance through the quadrant.

But even with upgrades, the *Xhosa* is far from being a class act, and is certainly not up to



▲ The *XHOSA's* captain is **Kasidy Yates**. **Kasidy** is an impressive woman who becomes **Captain Benjamin Sisko's** lover. She normally runs cargo for the **Bajorans**, but at one point agrees to make a delivery to the **Maquis**.

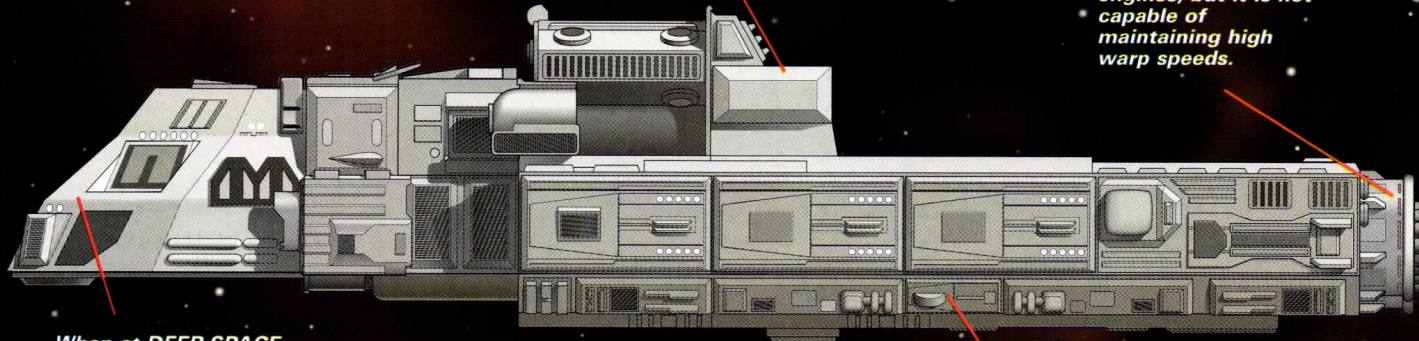
THE XHOSA

Type:	Petarian freighter
Crew:	unknown
Propulsion:	Warp and impulse
Features:	Much of the <i>Xhosa's</i> equipment is obsolete
Firepower:	None
Length:	Unconfirmed

PORT VIEW

The *XHOSA* is an old and rather battered **Petarian** freighter. Even though it often makes long journeys, it is not particularly well equipped and has no weaponry.

The *XHOSA* has warp and impulse engines, but it is not capable of maintaining high warp speeds.



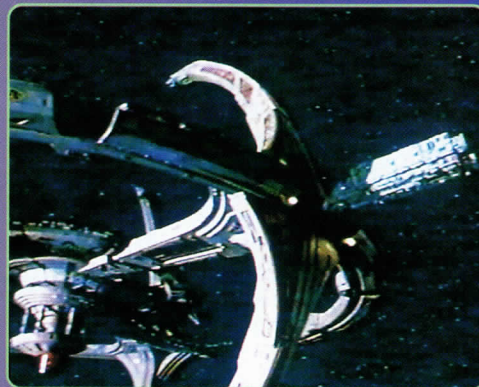
When at **DEEP SPACE NINE**, **Kasidy's** vessel docks through the nose of the ship. The *XHOSA* has to load and unload much of her cargo manually.

The *XHOSA* is a cargo freighter and most of the ship is given over to storage bays.

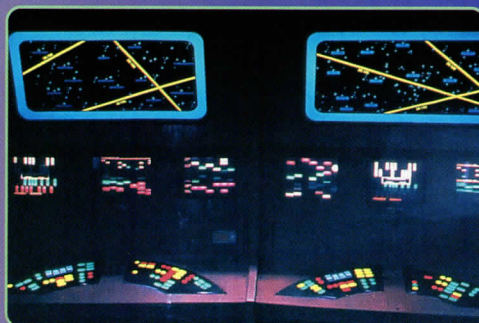
The Xhosa



▲ Kasidy's ship is an old Petarian freighter. The XHOSA may not be sophisticated, but it is a reliable ship with an able crew.



▲ Kasidy has a contract to work for the Bajorans. As a result the XHOSA spends much of its time docked at DEEP SPACE NINE.



▲ The controls on the XHOSA reveal the ship's age. These kind of interfaces were common on Starfleet ships in the days of Captain Kirk.



▲ Kasidy takes the XHOSA into the Badlands to deliver much needed medical supplies to the Maquis 'freedom fighters'.

▲ Kasidy's relationship with Captain Sisko is important to both of them. It even survives Sisko's discovery that she is delivering supplies to the Maquis. It turns out that the Maquis are using Kasidy to lure Sisko away from DEEP SPACE NINE.

stringent **Starfleet** standards. However, the ship is sufficiently maneuverable to navigate through plasma storms in the **Badlands** and can make long interstellar journeys, though it is not as fast or luxurious as a **Federation** freighter.

The *Xhosa* has become home to Kasidy and her loyal crew, even though her new job with the Bajorans will keep her within the sector and has enabled her to obtain quarters on the space station.

Dangerous place

Kasidy's time on *Deep Space Nine* also leads to her romantic involvement with the station's commander, Starfleet **Captain Benjamin Sisko**. It is an unlikely pairing, initiated by Sisko's son, **Jake**, that really takes off when Kasidy and Ben Sisko discover a mutual interest in an ancient Earth sport called baseball. But Kasidy is not a woman who likes to be tied down, even though her relationship with Captain Sisko intensifies.

Life in the Bajoran sector is not easy, and during the **Klingon** invasion of **Cardassian** space the *Xhosa* is intercepted by the **Klingons**. Without any weaponry of its own, it has to rely on assistance from *Deep Space Nine*. Ironically, although the *Xhosa* survives its encounter with the **Klingons**, it is placed in great danger when Kasidy undertakes a humanitarian mission.

Caught in a trap

When evidence reveals that the *Xhosa's* trips take it very close to the **Badlands**, suspicion grows that Kasidy may be, if not a **Maquis** herself, at least a sympathizer to their cause – and possibly in their employ as a smuggler.

Although Sisko would prefer not to believe this, he reluctantly authorizes a 'health inspection' sweep of the *Xhosa*. When that tactic fails, he sends the **U.S.S. Defiant**

NX-72405 to follow Kasidy on her next trip, using its **Romulan cloaking device** to remain undetected. The *Xhosa* makes an unscheduled detour to the edge of the Badlands and is observed beaming supplies over to a **Maquis Raider**.

Though her only 'crime' turns out to be using her freighter to deliver urgent medical supplies to the Maquis, Kasidy has been unwittingly used as a pawn to enable the theft of several new Federation **Industrial Replicators** that were bound for **Cardassian** worlds to replace those destroyed by the **Klingons**.

Realizing that she's been used by the Maquis, Kasidy has the opportunity to escape, but decides instead to offload her crew on a safe Bajoran world within the Demilitarized Zone, and then return to *Deep Space Nine* to face Federation punishment.

A year later, Kasidy and the *Xhosa* are back at *Deep Space Nine*. Kasidy continues to use the *Xhosa* on trading runs, and resumes her relationship with Ben Sisko.



▲ Kasidy and her crew can often be found docked at DEEP SPACE NINE. The XHOSA's outdated equipment means they have to work hard.

The Swarm

On Stardate 50252.3, the *U.S.S. Voyager NCC-74656* discovers an unknown threat — the so-called 'Swarm'. The crew of the *Voyager* soon realize that they are dealing with an extremely aggressive and unusual species, who use hundreds of ships that are little larger than a Federation shuttle.

Nobody knows the real name of the species that the crew of the *U.S.S. Voyager NCC-74656* come to know as the **Swarm**. What is known is that the Swarm are extremely territorial; their ships intercept anyone who enters their space, and attack them. Swarm vessels are clearly deadly since most vessels that enter Swarm territories are never heard from again —

and the crews of those that do return are dead.

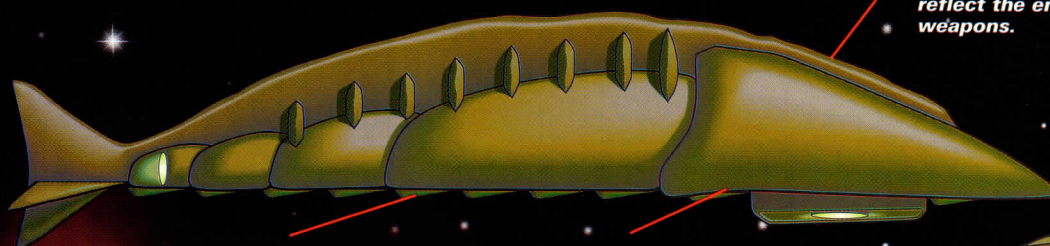
The Swarm control a vast area of space, comprising hundreds of sectors, each of which is 20 light years across. Swarm territory is an irregular shape, and although it would take the *Voyager* 15 months to travel around it, at its shortest point a ship traveling at **warp 9.75** can pass through Swarm space in four days.

The enormous border is too large to be



▲ The Swarm attack any vessels that cross into their territory. A first incursion may only result in a warning, but any subsequent offense will be met with an all-out assault.

STARBOARD VIEW

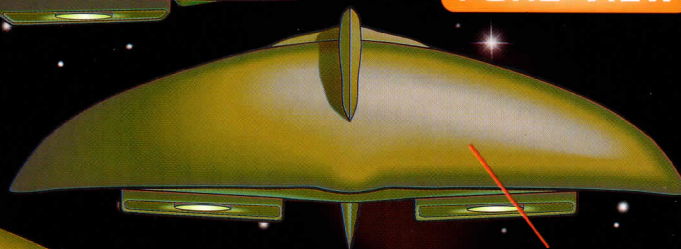


Each Swarm vessel attaches itself to the offending ship like a limpet.

Systems in the Swarm ship can drain power from other vessels.

The Swarm transmit interferometric pulses that reflect the enemy ship's weapons.

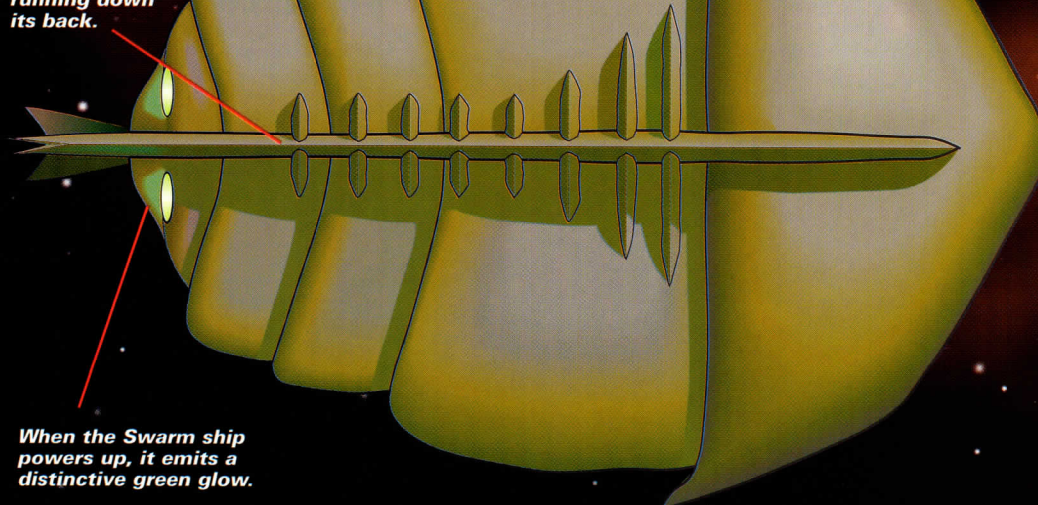
FORE VIEW



The Swarm ship is relatively small, though it presumably carries a crew of at least two.

DORSAL VIEW

The Swarm ship has a more organic design than many vessels, with a spine running down its back.



When the Swarm ship powers up, it emits a distinctive green glow.

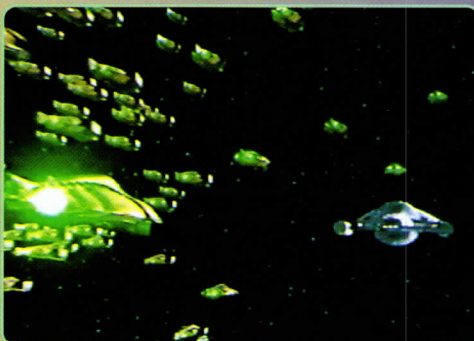
THE SWARM

First recorded:	Stardate 50252.3
Crew:	Small
Propulsion:	Warp
Features:	Swarm vessels travel as part of a huge fleet
Firepower:	The Swarm transmit interferometric pulses that deflect directed energy weapons
Length:	Unconfirmed

The Swarm



▲ The Swarm ships are so small that from a distance they look like a dust cloud. The U.S.S. VOYAGER's crew initially mistake the fleet of tiny vessels for one enormous ship.



▲ Despite their small size, the Swarm vessels are capable of matching the U.S.S. VOYAGER's best speed. As soon as one ship has signalled the others, they converge on the Federation ship.



▲ Even after an attack, at least one Swarm vessel remains behind. This may be in order to conduct sentry duty or to ensure that their victims have been completely defeated.

patrolled by ships. Instead it is protected by a sensor net that uses a series of **interlaced tachyon beams**. As soon as an intruder disturbs the net, thousands of small Swarm vessels converge on its location.

The Swarm ships latch onto the intruding vessel's hull and extract energy from its systems. At the same time, boarding parties transport on to the ship and kill the crew.

Dangerous gamble

The U.S.S. Voyager's route back to the **Alpha Quadrant** takes it directly through Swarm territory. All attempts to communicate with the Swarm fail; the Swarm seem to communicate in a language of bizarre chatters and clicks, and even modulating the **Universal Translator** doesn't work. The Swarm's only response is a single repeating message, which everyone assumes is a warning.

Reluctant to add any more time to the Voyager's journey, **Captain Janeway** decides to attempt to cross Swarm space undetected.

Ensign Kim suggests that by altering the Voyager's shield with a refraction pulse, they can refract the tachyon beams around the ship and slip over the border without appearing to have disrupted the net.

Conducting a deep sensor sweep into the area around the border, the Voyager crew discover an indeterminate mass of something huge. Upon closer magnification, it actually appears as thousands of Swarm ships, clustered together; they appear inactive, with no energy signatures being read. It seems that in normal circumstances, Swarm vessels power down their energy systems.

Swarm tactics

When the Swarm discover the Voyager, the first vessel announces the intruder's location by firing a **polaron burst** at it. The burst changes the shield's polarity to rotate at 92 gigahertz, and the Voyager is lit up like an old Earth neon sign. The large mass of ships, which were quiet, suddenly power up with greenish propulsion systems and pursue the Voyager.

As they come closer, Captain Janeway initiates a **phaser** sweep in an attempt to scare off the Swarm. However, the Swarm emit **interferometric pulses** which cause the phaser sweep to be deflected back on to the Voyager.

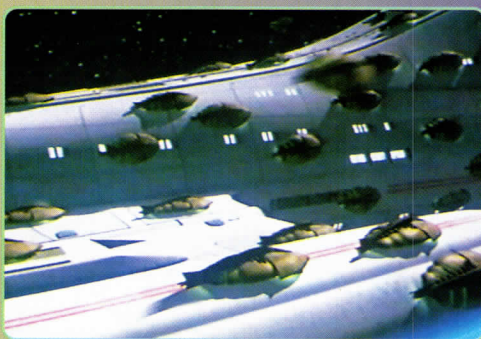
The Swarm start to attach themselves to the hull of the Voyager and drain her systems. The crew is forced into hand-to-hand combat as a boarding party materializes on the bridge. A member of the crew is painfully knocked out by one of the aliens' strange weapons, possibly neuro-electric pods.

In the midst of battle, Kim discovers a pattern to the interferometric pulses: it is a lattice. Janeway decides to modulate the Voyager's shield with an inverse harmonic pulse, enabling the Voyager to fire on an attached ship without deflecting damage on to themselves. This lattice arrangement of the Swarm's interferometric pulses means that when one Swarm vessel is destroyed a chain reaction will cause all the other clamped-on ships to explode.

With a large portion of their forces gone, the rest of the Swarm fleet disbands, leaving the Voyager to continue its journey in safety.



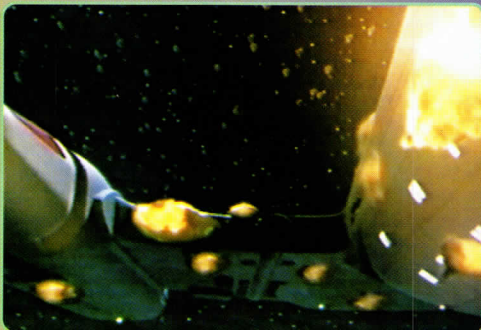
▲ Unlike many other races in the Delta Quadrant, the Swarm have a transporter device that enables them to board enemy vessels.



▲ The Swarm ships land on the exterior of the U.S.S. VOYAGER. An interferometric pulse protects them from phaser blasts.



▲ With the shields modulated, the U.S.S. VOYAGER is now able to fire at the Swarm vessels. Phasers are targeted on one ship.



▲ The phasers are only aimed at one ship, but the interferometric pulses cause a chain reaction that damages all of the vessels attached to the VOYAGER's hull.



▲ Ultimately the chain reaction destroys all of the ships that are attached to the U.S.S. VOYAGER. With no chance of victory, the Swarm fleet breaks off.

Geordi La Forge: Chief Engineer

Chief Engineers can often find themselves called on to perform unorthodox feats of engineering brilliance — especially aboard the legendary *U.S.S. Enterprise*.

One year after joining the *U.S.S. Enterprise NCC-1701-D*, Geordi La Forge is promoted to Lieutenant Commander and Chief Engineer. Although he started his career as a Conn Officer, La Forge soon makes a name for himself as a thorough and highly inventive engineer.

Imaginative solutions

Much of a Chief Engineer's job is to do with maintaining the ship and its systems at peak efficiency. La Forge excels in this area, and the *Enterprise* is always ready to do what the captain asks. However, deep space exploration is

unpredictable and the Chief Engineer is often required to provide imaginative solutions to unusual problems. His achievements in dealing with the unknown are what mark La Forge out as an exceptional officer.

When the *Enterprise* is snagged by energy-draining acetone assimilators hidden among space debris in an ancient battlefield, La Forge comes up with ways to both conserve and generate energy.

First, he reroutes the matter/antimatter paths to save energy and then, desperate for more power, he reorients the dilithium crystals, boosting warp energy by 17 percent.

MIRACLE WORKER

★ Engineers together

La Forge eventually forms a friendship with Montgomery Scott, the legendary chief engineer of the first *U.S.S. ENTERPRISE*. However, the two men have widely differing approaches to the job.



★ Inventive solutions

The *U.S.S. ENTERPRISE* is one of the most advanced ships in Starfleet, but Geordi is more than capable of getting results from older systems. During wargames, he and Wesley manage to rig an unconventional warp engine on the *U.S.S. HATHAWAY*.

PROFILE ON GEORDI LA FORGE

NAME: Geordi La Forge

LIFE FORM: Human male

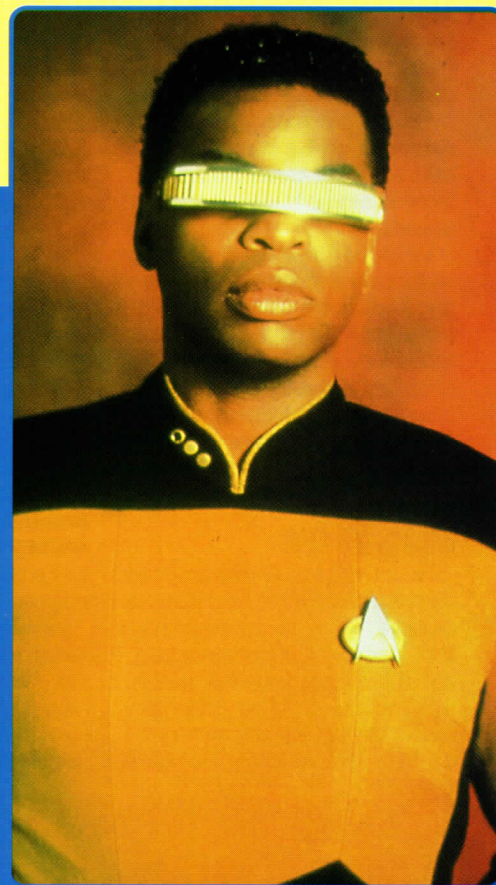
RANK: Lt. Commander

OCCUPATION: 2365 to 2371: Chief Engineer aboard the Federation starship *U.S.S. Enterprise NCC-1701-D*.
Post-2371: Chief Engineer of the *U.S.S. Enterprise NCC-1701-E*

PREVIOUS POST: Navigator

INFLUENCES ON CAREER: Zefram Cochrane, inventor of warp drive; Leah Brahms, warp engine designer of the *U.S.S. Enterprise NCC-1701-D*

FIRST SEEN AS CHIEF ENGINEER: 'The Child'



▲ Geordi's hard work and dedication to his career is rewarded with his promotion to Chief Engineer in 2365.

★ Extraordinary sight

While in a cloaked state, La Forge examines a Romulan interphase generator. His understanding of the principles behind the Romulan technology helps to return him and Ensign Ro Laren to normal space.



Geordi La Forge: Chief Engineer

On another occasion, under threat of **Romulan** attack and with shields gone, La Forge 'robs Peter to pay Paul' by taking power away from the **structural integrity system** and feeding it to the **inner deflector grid**. Despite warnings from the computer about safety specs being compromised, La Forge vetoes the computer's concerns and saves the ship.

He also develops the **tachyon detection grid**, a system which uses a net of interconnecting tachyon beams to detect cloaked vessels.

When La Forge needs to alter a stellar core fragment's trajectory so that it will not strike an inhabited planet, he is inspired by **VISOR** technology to boost the effective force of the **tractor beam** by 400 percent. This protects the emitters from the additional stress by using compacted quick pulses to move the fragment.

Impossible task

However, even Geordi La Forge cannot provide a solution to every problem. When an asteroidal moon with a decaying orbit threatens a planet, La Forge uses the tried, but tricky, technique of sending warp power through the tractor beam emitters. Unfortunately, his efforts

produce only a velocity change of about 92 meters per second, when 4 kilometers per second is needed. In a La Forge flash of genius, he decides to channel warp power to the tractor emitters, but this time increases emitter coolant (typically, the emitters burn out after being asked to conduct warp power). The omnipotent **Q** predicts the plan will fracture the asteroid and rip apart the *Enterprise*. In fact, only **Q** can, and does, put the asteroid back in stable orbit.

Making changes

Many of La Forge's modifications demonstrate ways to improve the efficiency of the *Enterprise's* systems, and he gradually incorporates a series of permanent changes. This precipitates an unofficial inspection visit by the *Enterprise's* warp engine designer, **Leah Brahms**. She arrives on **Stardate 44614.6** demanding to see what La Forge has "done to her engines."

La Forge's official catalog of modifications contain a number of items. One is that the matter/antimatter ratio has been adjusted away from the specifications called for. La Forge

LA FORGE AT WORK

★ Precision tools

Geordi makes sure he always knows what is going on in Main Engineering. Keeping precise records and checking up regularly on the other engineers' efforts ensure he is always on top of any potential problems.



★ Second home

Geordi can almost always be found in Engineering, either checking on systems already in place or working on inventive new schemes to increase efficiency.

believes that too rich a mixture diminishes engine efficiency. After much testing, he finds a formula that works for the *Enterprise*.

In the same vein, La Forge also writes his own specs by adjusting the **magnetic plasma transfer flow** to the **warp field generators**.

He also ignores **Starfleet** directives and creates a suitable schedule for replacing main system components. La Forge believes Starfleet's schedule was unrealistic on the MTBF (mean times before failure) units.

Next, La Forge skips ahead of Starfleet by reorienting the **dilithium crystals** according to their lattice structure direction. This allows multiple injector streams to

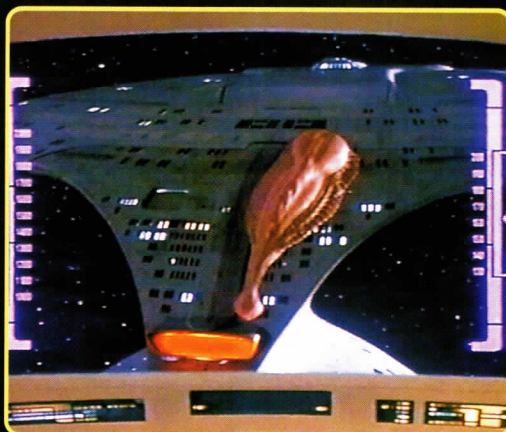
strike more than one crystal facet at a time. Reorienting the crystals is to be implemented by Starfleet in the next ship design. However, the *Enterprise* is the only ship in the fleet to have that 17 percent boost to warp power now – thanks to Chief Engineer Geordi La Forge.

The Chief Engineer also creates a **hologram program** – containing a replica of the drafting room at **Utopia Planitia Shipyards**, where the *Enterprise* was built – as a base reference for the engines as originally configured.

Finally, La Forge invents, and installs in a **Jefferies tube**, a **mid-range phase adjuster**. This never-before-conceived device puts plasma back in phase after inertial distortion.

*"I've always found that a ship is only as good as the engineer that takes care of her, and from what I can see the *Enterprise* is in good hands."* — Scotty to Geordi

Geordi aboard the U.S.S. ENTERPRISE

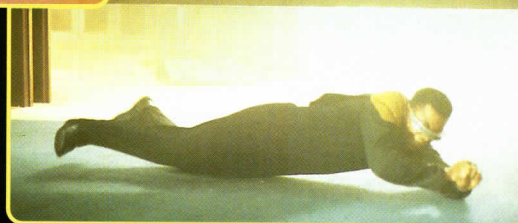


★ Famous mission

La Forge has many stories about his time on the U.S.S. ENTERPRISE. One involves a spacefaring creature which mistakes the ENTERPRISE for its mother. The creature suckles on the ENTERPRISE's power grid and leaves only when Geordi alters the power frequency, 'souring' the creature's 'milk'.

★ Engineer's nightmare

Despite all of La Forge's work, any starship is vulnerable to a warp core breach. The U.S.S. ENTERPRISE NCC-1701-D is destroyed in action in orbit around Veridian III. Once the matter/antimatter containment fields have broken down, there is nothing that anyone can do.



★ Important visitor

Leah Brahms is one of the original designers of the U.S.S. ENTERPRISE's engines, and visits Commander La Forge to inspect his field modifications. At first she is highly critical of Geordi's work, but eventually she comes to realize that his actions are justified.



FILE 49 ROMULAN PERSONNEL

Commander Tomalak

Commander Tomalak has numerous reasons to detest the Federation and harbors an abiding distrust of Captain Jean-Luc Picard. Tomalak would like nothing better than to destroy Picard's ship and humiliate him.

OTHER CARDS IN THIS FILE...

- 2 SELA
- 3 ADMIRAL JAROK
- 4 PARDEK
- 5 SELOK
- 6 TOKATH
- 7 TORETH

SEE OTHER FILES ...

THE ROMULAN STAR EMPIRE..... File 12
THE ROMULAN FLEET..... File 35

Tomalak is a Romulan commander in charge of a *Warbird* that patrols an area on the Romulan side of the Neutral Zone. As he seems to cover a similar area to the *U.S.S. Enterprise NCC-1701-D*, Commander Tomalak has become a familiar sight to Captain Picard and his crew.

Meeting the enemy

The *Enterprise* first encounters Tomalak in 2366 when a Romulan scoutship, the *Pi*, sends a distress call from Galorndon Core, a barely habitable planet on the edge of Federation space. Picard answers and finds an injured Romulan and a

completely destroyed ship. In a preemptive move to retrieve the ship and its crew, Commander Tomalak takes his *Warbird* into the Romulan Neutral Zone. The Neutral Zone, established around 2160, is a region of space about one light year across that divides the Romulan Star Empire from the Federation.

Communicating with Picard from inside the Neutral Zone, Tomalak explains that the scout ship was lost due to a navigational error, and assures the captain that the crashed ship was piloted by one man. The crash on the Federation planet, Tomalak adds in an oily voice, was simply a mistake. Picard doesn't trust the smooth

PROFILE ON COMMANDER TOMALAK

NAME: Tomalak

LIFE FORM: Romulan male

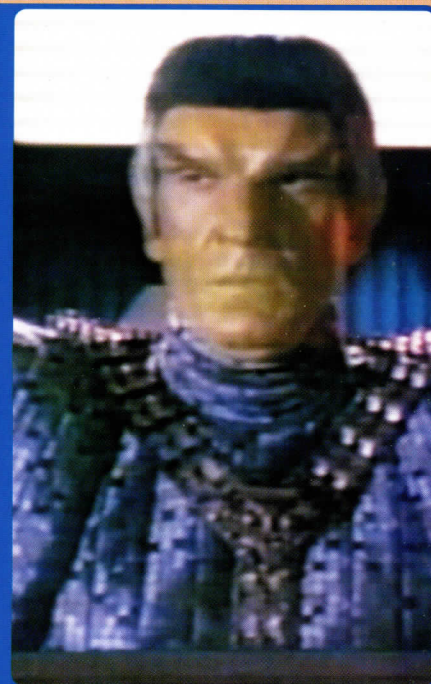
RANK: Commander

ASSIGNMENT: Tomalak is the officer in command of a *Warbird*, which is assigned to a sector of Romulan space that is near the Neutral Zone.

ENCOUNTERED BY *U.S.S. ENTERPRISE*:

Stardate 43349.2 — Tomalak enters the Neutral Zone to retrieve a Romulan officer from Galorndon Core.

Stardate 43510.7 — Tomalak is involved in a plot to deceive Admiral Alidar Jarok and to lure the *U.S.S. Enterprise NCC-1701-D* into the Neutral Zone.

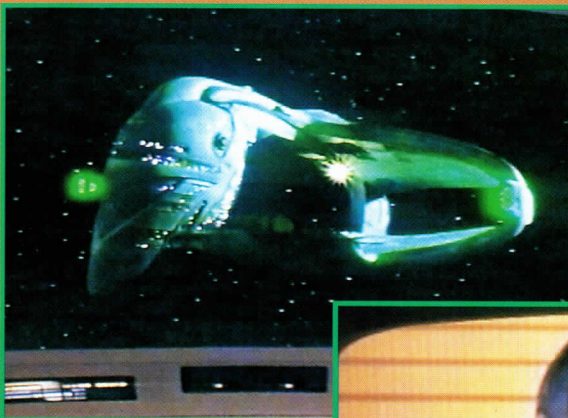


▲ Commander Tomalak is a devious and worthy adversary who has caused considerable trouble for Captain Picard and the *U.S.S. Enterprise NCC-1701-D* on more than one occasion.

POWERFUL MAN

★ Tomalak's mission

Tomalak commands a *WARBIRD* that patrols an area of Romulan space near the Neutral Zone. He is more than willing to break the Romulan treaty with the Federation and enter the Neutral Zone if he can find an excuse.



★ Pawns

Tomalak's loyalty is to the Romulan High Command and not to those who serve under him. He is ready to sacrifice the life of Centurion Bochra to conceal his activities on Galorndon Core.



★ Opposite number

Commander Tomalak is the Romulan officer that the *ENTERPRISE* crew encounters most often. His duties near the Neutral Zone often place him in direct confrontation with the Federation and Captain Jean-Luc Picard.



Commander Tomalak

Romulan for one minute.

In direct violation of the treaties which established the Neutral Zone, Tomalak enters Federation space to retrieve his wounded man.

However, the Romulan officer dies aboard the *Enterprise* before the commander arrives. This time Tomalak's smile and false camaraderie are nowhere in evidence as he claims the *Enterprise's* neglect will lead to war, even though his own entry into the zone is already considered an act of war.

Tomalak outwitted

When Picard's crew discover a second wounded Romulan on the planet, Tomalak encounters a stalemate. In order to get his man back safely, he cannot start a battle with the *Enterprise*. One senses, though, that the arrogant Romulan commander rather regrets not having the opportunity to battle Picard more directly.

Tomalak is obviously a man of some importance within the Romulan Empire as he is involved in a high-level plot to test the loyalty of **Admiral Alidar Jarok** and capture the *Enterprise*. Although he has an impressive past, Admiral Jarok has a reputation as a dove within the Romulan high

★ Riker's nightmare

Tomalak makes a lasting impression on William Riker. When the alien child Barash creates a fantasy world for the commander, Tomalak is an essential part of it.

command, and is known for his objection to plans for war.

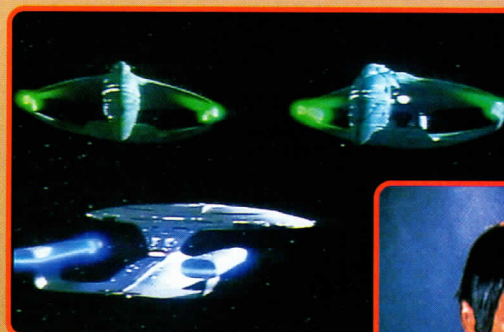
Eventually Jarok defects to the Federation, convinced that the Romulan Empire is building a base on **Nelvana III**. Unsure of how reliable this information is, Picard nonetheless takes the *Enterprise* to the planet in the Neutral Zone to investigate. However, there is no base on Nelvana III, and Tomalak and two *Warbirds* are waiting for Picard. With obvious glee, Tomalak points out that this time Picard is in violation of the treaty, since clearly nothing is being built on the rocky planet.

A chance for victory

Tomalak demands Picard's surrender and insists that the traitor Jarok be handed over. In addition, the commander promises to dissect the *Enterprise* before displaying its broken hull in the center of the Romulan capital. Relishing every word, Tomalak assures Picard this will inspire armies for generations to come and will serve as a warning to any other traitor who would create



ROMULAN PLOTS



★ Surrounded

In the Neutral Zone, Tomalak has the U.S.S. ENTERPRISE surrounded. But he has underestimated Captain Picard.

★ Deceived

Admiral Jarok is tricked into defecting to the Federation by the Romulan High Command. Tomalak is obviously trusted by senior Romulan personnel, and is in on the plot.



ripples of disloyalty.

Picard, however, is not intimidated. And, when the two cloaked **Klingon Birds-of-Prey** accompanying the *Enterprise* appear and surround the Romulans, Tomalak knows he's been outwitted again. His respect

for Picard's cleverness is hard to disguise, and he's clearly looking forward to their next engagement.

Tomalak is a man who lies easily and quickly when it suits him. He appears to be unconcerned about whether or not his lies are believed. As in the incident at Galorndon Core, he never reveals, even with a hint, what his men were actually doing on the planet. When the second man is found, he shrugs it off as a factual error, saying he was merely mistaken about the ship having a crew of one. Though Tomalak has twice been outwitted by Picard he hasn't lost his temper or behaved irrationally, and his deceptions make it extremely difficult to trust him or to decipher truth from lies.

As Picard once observed when discussing the Romulans, dealing with them is like playing chess: move follows counter-move. And Tomalak is one Romulan who excels at the game.

"You see, Picard, after we dissect your *Enterprise* for every precious bit of information, I intend to display its broken hull in the center of the Romulan capital as a symbol of our victory."

—Tomalak to Picard

GALORNDON CORE



★ Uncomfortable truth

Even when he is confronted with incontrovertible proof of his own lies, Tomalak remains calm. He dismisses his officer's presence on Galorndon Core as an oversight, and refuses to reveal any information about Romulan activities.



★ Left to die

Tomalak is prepared to go to war over a single Romulan officer. However, it seems that he does not care about the man's life but is more interested in finding an excuse to start a conflict with the Federation.

Torpedoes: Photon and Quantum

The **photon torpedo** was developed as a tactical weapon to be used primarily while a starship is traveling at **warp speeds**, a situation when **phasers** are useless.

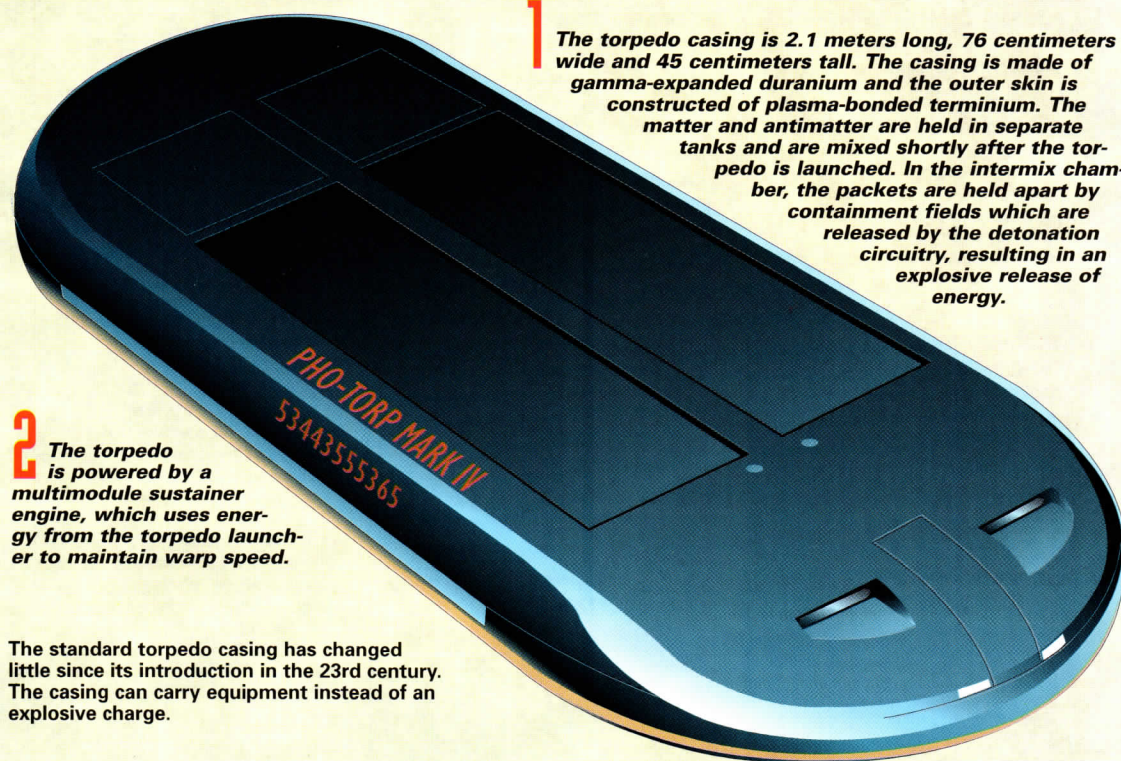
Photon and quantum torpedoes are explosive weapons that, unlike **phasers**, can be fired at **warp speed**. They are carried as standard on most **Federation** starships and are often fitted to space stations such as **Deep Space Nine**.

The photon torpedo took some time to develop. And though casing and delivery systems were in place early in the 23rd century, **Starfleet** had difficulty designing a torpedo in which the matter/antimatter charge would be rapidly totally destroyed. Early models had a range of 750,000 kilometers, and had a relatively low explosive yield.

Standard design

A much more powerful photon torpedo is introduced in 2271. This model has an effective range of 3,500,000 kilometers. This range can be extended, but because the engine draws fuel from the matter/antimatter tanks it can be done only at the expense of the torpedo's destructive power.

Refinements have been made, but the photon torpedoes in use by **Galaxy-class** starships such as the **U.S.S. Enterprise NCC 1701-D** remain basically of this type. The torpedo contains matter and



2 The torpedo is powered by a multimodule sustainer engine, which uses energy from the torpedo launcher to maintain warp speed.

The standard torpedo casing has changed little since its introduction in the 23rd century. The casing can carry equipment instead of an explosive charge.

antimatter packets, which are usually delivered at warp speed by a small matter/antimatter fuel cell, then thrust together to cause an explosion.

If the occasion calls for it, photon torpedoes can be used in concert with ship's phasers. Phasers may

'soften up' target defensive shields, allowing a torpedo to penetrate outer shield layers. In cases such as this the target will be vaporized rather than merely fragmented.

The photon torpedo carried by **Galaxy-class** starships is a lozenge-shaped casing made of

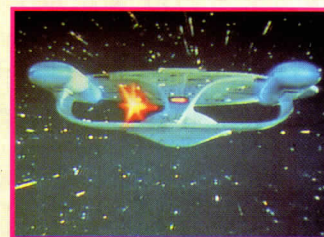
molded **gamma-expanded duranium** and a **plasma-bonded terminium** outer skin. The basic casing is then modified by precision phaser cutters.

Component parts

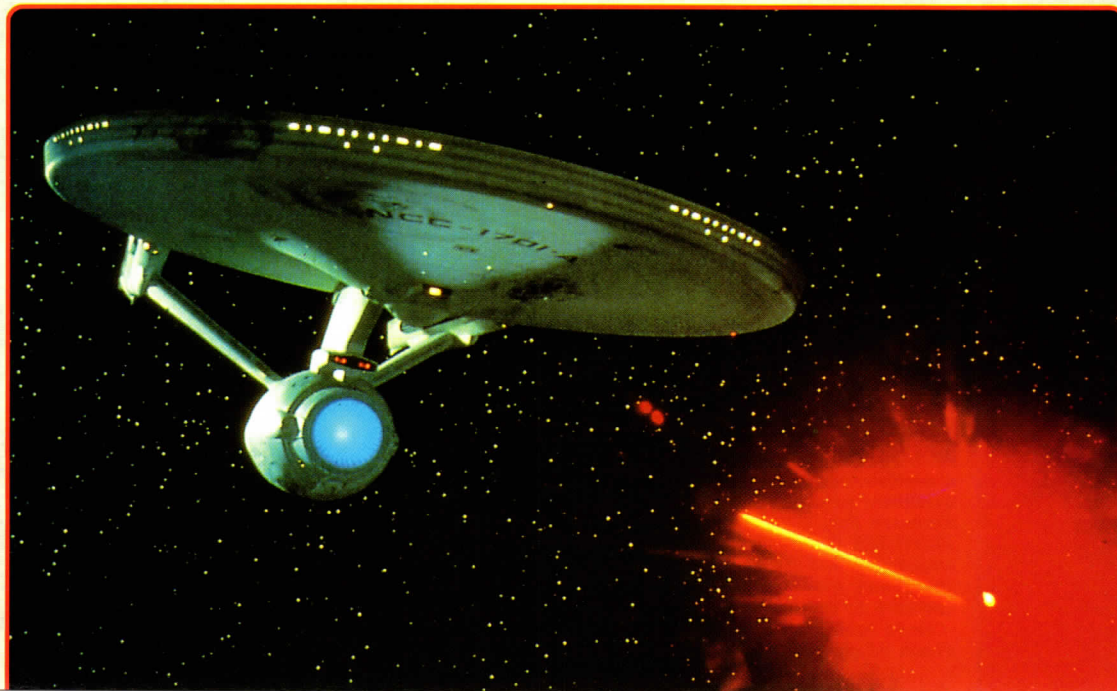
When used as a weapon, the torpedo casing contains the matter/antimatter explosive material; target acquisition, guidance, and detonation assemblies; and a **warp sustainer engine**. However, the torpedo can have many uses, depending on what the case is packed with.

Because of its small size, the warp sustainer engine is not a true warp engine, and is more accurately described as a matter/antimatter fuel cell. If the torpedo is launched at warp speed, the sustainer coils in

1 The standard photon torpedo comes into use in 2271. These photon torpedoes are superior to their predecessors, with a much greater range, and can be used as an effective offensive weapon.



Torpedoes are often used as a defensive weapon to attack pursuing ships while traveling at warp speed.



Torpedoes: Photon and Quantum

the fuel cell acquires warp velocity from the torpedo launcher tube.

The matter and antimatter are carried aboard the torpedo in tiny packets; this method increases the effective contact area by three orders of magnitude over the same amount of matter and antimatter carried in large chunks. As a safety measure, the matter packets and antimatter packets are carried in widely separated parts of the torpedo until just after launch.

While the photon torpedo carries a maximum of only 1.5 kilograms of antimatter, the use of packets yields destructive power greater than that caused by a *Galaxy*-class antimatter pod rupture.

Deployment

Galaxy-class starships regularly carry 275 basic torpedo casings, each of which can be modified for a specific use.

Galaxy-class starships have three torpedo launchers: a saucer module launcher, a forward launcher, and an aft launcher. Torpedoes are loaded with fuel four at a time, and each launcher may fire as many as 10 torpedoes simultaneously.

Torpedoes are directed by the tactical officer and ship's

computers, working together with computers and sensing devices aboard the torpedo itself. Under emergency conditions, when saucer separation becomes necessary, control of the launch tubes is immediately given to the duplicate situation controller aboard the battle section.

Because photon torpedoes are semi-autonomous, initial accurate aiming is not important. Working together, onboard computers and sensors will help a torpedo find its designated target.

Photon torpedoes of a *Galaxy*-class starship have an effective tactical range between 15 and approximately 3,500,000 kilometers. When firing at a target within 25 kilometers, a starship will automatically break away immediately after launch to prevent damage to itself.

Advances

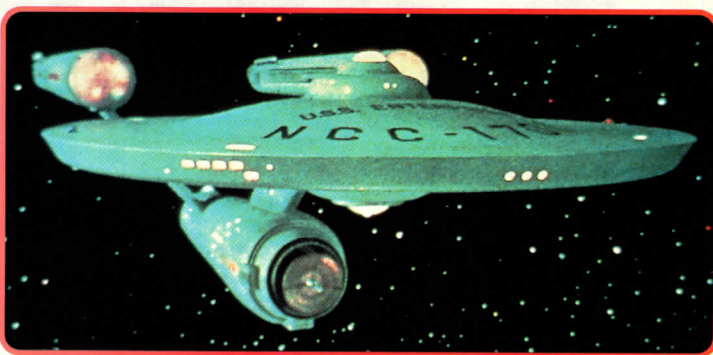
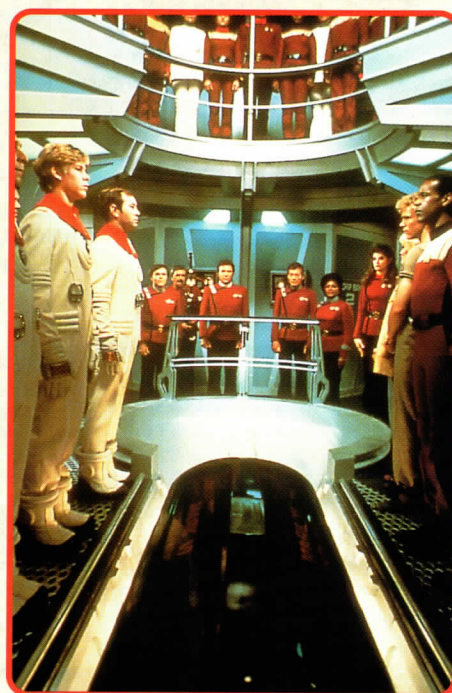
Quantum torpedoes are a more powerful form of the same basic explosive device, which have been introduced on the latest Starfleet vessels. They are carried by the *U.S.S. Defiant*, based at *Deep Space Nine*, and by the latest *U.S.S. Enterprise*, the *Sovereign*-class *NCC-1701-E*.



▲ Starships carry a large stock of torpedo casings. A *GALAXY*-class ship carries more than 250 casings, all of which can be fitted with a matter/antimatter explosive charge.

▼ Torpedo casings need not be used for explosive charges. They are regularly fitted with sensor arrays and are often used as coffins for deep space funerals.

◀ The earliest starships use fusion explosives, but the photon torpedo is standard issue by the time the *U.S.S. ENTERPRISE NCC-1701* enters service. However, this early version is principally a defensive weapon.

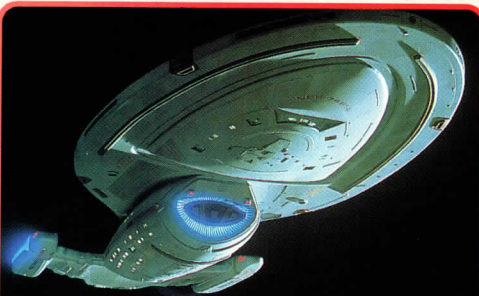


▲ The design of the photon torpedo changes very little in more than a century. It is often used in conjunction with other weapons systems, such as phasers.

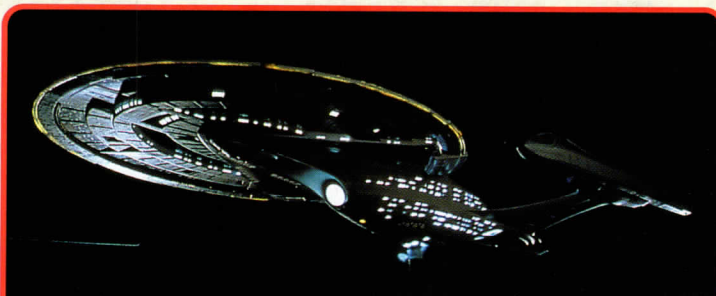


◀ The *U.S.S. DEFIANT* is one of the first Starfleet vessels to be equipped with quantum torpedoes. The *DEFIANT* is Starfleet's only true warship, and was designed to fight the Borg.

▼ The *U.S.S. ENTERPRISE NCC-1701-E* is the most advanced ship in the fleet. It is the first *ENTERPRISE* to be equipped with quantum torpedoes.



◀ The *U.S.S. VOYAGER NCC-74656* carries a complement of 38 quantum torpedoes. Because the *VOYAGER* is trapped in the Delta Quadrant, there appears to be no way to replenish the stock of weapons.





FILE 68 STAR TREK: The Original Series

'The Menagerie' Part I

Captain Kirk has absolute faith in Mr. Spock, but when the *U.S.S. Enterprise* receives false orders only one man can be responsible. It seems that Spock is loyal to more than one captain, but Christopher Pike has been crippled and has nothing to gain from treachery.

CAPTAIN'S LOG STARDATE 3012.4

"Despite our best efforts to disengage computers, the *ENTERPRISE* is still locked on a heading for the mysterious planet Talos IV. Meanwhile, as required by Starfleet General Orders, a preliminary hearing on Lieutenant Commander Spock is being convened. And, in all my years of service, this is the most painful moment I have ever faced."

Captain Kirk, Spock, and Dr. McCoy beam down to Starbase 11. They are responding to a message from Captain Christopher Pike, the former captain of the *U.S.S. Enterprise NCC-1701*. But a surprised Commodore Mendez tells them that there is no way Pike could have sent any message. He has been crippled by delta rays and can only communicate with the aid of a flashing light.

Alone with his former captain, Spock tells Pike that he has a plan, and even though it involves treachery and mutiny he has no choice.

Investigations reveal that no message has been sent from Starbase 11, and Kirk begins to suspect Spock. Meanwhile, Spock takes over the starbase's computer room and sends fake orders to the *Enterprise*. McCoy is called back to the ship. Kirk is in Mendez's office when Pike suddenly disappears and the *Enterprise* warps out of orbit.

Mutinous actions

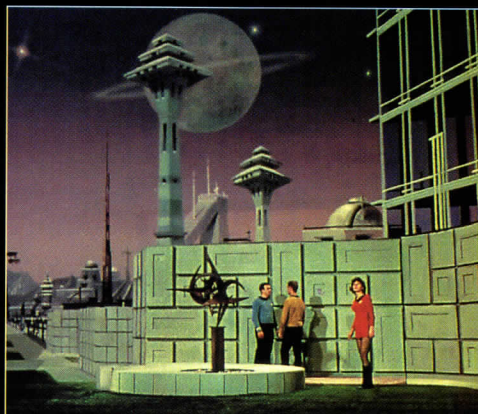
On the ship, Spock tells the crew that Kirk has placed him in command and that they are on a secret mission. McCoy is skeptical, but Spock orders him to look after Pike.

Kirk and Mendez follow the *Enterprise* in a shuttle. Spock ignores them until it is too late for the shuttle to turn back to the starbase, when he beams them aboard and places himself under arrest. When Kirk arrives he finds that the computer is controlling the ship and that it cannot be disengaged.

Spock forces Kirk to begin court-martial proceedings. In his defense Spock offers inexplicably detailed images that show the events of 13 years ago, when Captain Pike came to Talos IV in response to a distress call. On the surface, Pike encounters an illusory party of survivors, one of whom, Vina, takes him to one side where he is captured by the Talosians.

The transmission is interrupted by Starfleet, which has detected a transmission to the ship from Talos, the only banned planet in the Galaxy. Furious, Mendez adjourns the hearing. Spock refuses to surrender control of the ship, and tells Kirk that if he wants to save his career and Pike's life he must watch the rest of the transmission.

ON SCREEN...



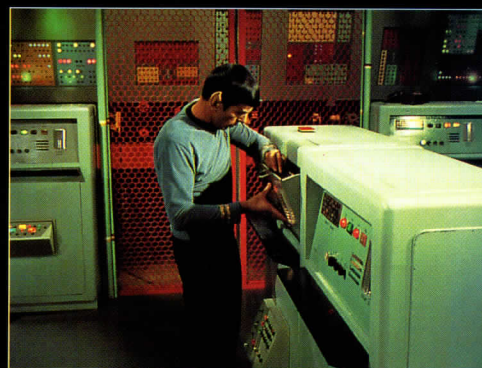
1 Captain Kirk has brought the *U.S.S. ENTERPRISE* to Starbase 11 in response to a message from Captain Christopher Pike. The message was received by Mr. Spock who also served with Pike.



2 Commodore Mendez takes Kirk and his senior staff to see Captain Pike. It is clear that Pike couldn't have sent the message. He was recently crippled by delta rays as he saved the lives of some cadets.



3 Christopher Pike has been severely injured. He is confined to a wheelchair, and is incapable of speech; he can only communicate with the lights on his chair - one flash for yes, two for no.



4 Spock takes over the starbase's computer room and transmits new orders to the *U.S.S. ENTERPRISE*. He uses recordings of Kirk's voice to persuade the bridge crew that he has the necessary authorization.



5 Spock shows the court images from Pike's mission to Talos. The pictures are amazingly detailed.



6 Spock tells the Captain that he must allow the transmissions from Talos to continue - Pike's life depends on it.



'The Menagerie' Part II

As the *U.S.S. Enterprise* heads towards Talos IV and certain death for Mr. Spock, the Vulcan First Officer tries to explain what is happening, and how the future of Captain Pike is inextricably tied up with the events of 13 years ago.

With the *U.S.S. Enterprise* NCC-1701 still heading to Talos IV, Spock's court-martial is reconvened and the transmissions from Talos continue. On the screen, Pike awakes in a Talosian cell. The Talosians, who are telepathic, are observing him. They use their mental powers to make him relive a recent disastrous mission to Rigel VII, but this time with the added incentive that he must defend the beautiful Vina. Pike realizes that everything is an illusion, but it is so real that he has no choice but to play along.

On the *Enterprise*, the transmission stops to allow the crippled Pike to rest. Spock tells Kirk and Mendez that the Talosians want Pike back, but he refuses to explain why.

As the *Enterprise* approaches Talos the court-martial resumes. The court watches Pike as he goes through a series of illusions, and Vina explains that the two of them are meant to breed. The Talosians also capture two female crew members, but this provides Pike with a weapon and he escapes.

Final resolutions

The transmission stops, and Mendez calls for a verdict. With the screen dead, Pike, Mendez and Kirk have no alternative but to find Spock guilty. But the ship is under Talosian control, and the transmission starts again.

The screen shows Pike and his companions reaching the surface, where the Talosians realize it is pointless to try to imprison humans, and decide to release them. But Vina chooses to remain. She was horribly mutilated when her ship crashed on Talos IV, and it is only the Talosian power of illusion that allows her to lead a full life.

On the *Enterprise*, Mendez disappears – he was another illusion designed to keep Kirk busy. The Talosians are willing to help Pike, and Kirk watches as the crippled captain goes down to the planet. Able to walk again, he is reunited with the beautiful Vina.

PERSONAL LOG
JAMES T. KIRK
STARDATE 3013.1

"The court-martial of Mr. Spock has been convened in closed session. Despite all we can do, images continue to be transmitted to us from Talos IV."

ON SCREEN...



7 Mendez is now in charge of the *U.S.S. ENTERPRISE*, and proceeds with Spock's court-martial. The Talosians continue to transmit images.



8 The court watches transfixed as the Talosian images show what happened on Captain Pike's mission to Talos IV, 13 years earlier.



9 The Talosians use their ability to create convincing illusions to take Pike to various places, including Orion, where Pike is tempted by a green-skinned slave girl.



10 Pike realizes the Talosians can prevent him seeing a way out of his cell, but he is confident his laser pistol will work on his captors.



11 Kirk is left alone on the *U.S.S. ENTERPRISE*. Mendez was an illusion created by the Talosians, and Starfleet has agreed to drop all charges.



12 Kirk watches as Pike returns to Talos. The Talosians can make him feel as if he can move and speak again, and the illusion is completely convincing.

STARSHIP FACTS

Talos IV is the only banned planet in the Galaxy. Under General Order No. 7, any Federation citizen who visits the planet will face the death penalty.



'Faces'

The **Vidians** have been searching for a cure to the deadly **Phage** for centuries. When they capture an away team from the **U.S.S. Voyager NCC-74656** it seems the answer may have fallen into their hands, but to be sure they need to experiment on a **Klingon**.

CAPTAIN'S LOG STARDATE 48784.2

"We have completed our survey of the Avery system, and are returning to retrieve lieutenants Paris, Torres and Durst. By now they should have concluded their inspection of the magnesite formations on the third planet."

In his lab, a **Vidian** scientist shuts off his equipment and awakens his subject – a fully **Klingon B'Elanna Torres**.

Tuvok is tasting **Neelix's** attempt at **plomeek soup** when **Chakotay** calls him to the bridge. **Captain Janeway** is concerned because the **U.S.S. Voyager NCC-74656** has returned to collect an away team consisting of **Paris, Torres** and **Durst**, only to find that they are not at the prearranged coordinates. **Magnesite** formations on the planet may be blocking communications, and **Harry Kim** explains that a cave system seems to have changed shape, possibly trapping the **Federation** officers. **Chakotay** takes **Tuvok** and **Kim** down to the planet to investigate.

Vidian experiments

The **Vidian** scientist, whose name is **Sulan**, apologizes to **B'Elanna** for restraining her. He shows her that she is completely **Klingon** and tells her that she is very important to him, as he believes that **Klingons** may be resistant to the **phage**, the deadly plague that is destroying his people. **B'Elanna** says that she will never help, but it is too late – **Sulan** has already infected her.

Paris and **Durst** are in a prison dormitory and have no idea what has happened to **B'Elanna**. **Paris** begins to formulate an escape plan, but another prisoner, a **Talaxian**, tells him not to bother: there is no escape. The **Vidians** will use them to dig tunnels until they are too weak to work, when they will take them to **organ processing**.

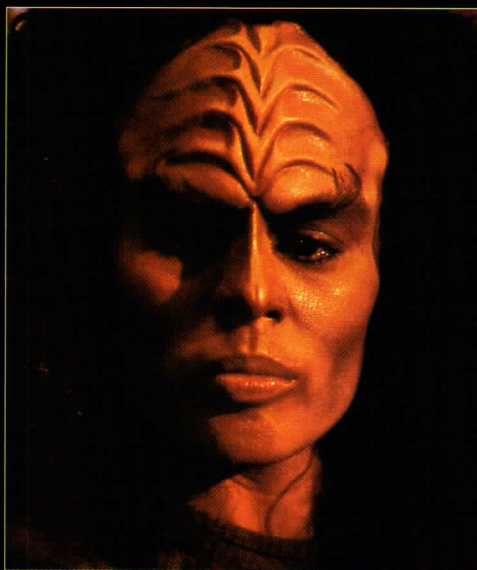
In the caves, **Chakotay's** team find a tricorder and traces of five life forms. It seems the away team was not alone.

Sulan is very excited to see that **B'Elanna** is fighting off the phage, and he is deeply attracted by her vigorous **Klingon** body.

Meanwhile, an all-human **B'Elanna** arrives in the prison dorm. **Tom** is shocked to see what has happened to her. **B'Elanna** tells him that she has always resented her **Klingon** half; she'd even thought that her father had left because she was part **Klingon**.

Chakotay's team reaches a dead end, but **Tuvok** believes that the wall in front of them is actually a **Vidian** forcefield. Their **phasers** won't disrupt the forcefield, and

ON SCREEN...



1 **Sulan** has used advanced **Vidian** technology to create a completely **Klingon B'Elanna**.



4 **The human B'Elanna** arrives in the prison dormitory. Unlike her **Klingon** counterpart, she has no value for the **Vidians**.



5 **In the tunnels**, a weakened **B'Elanna** tells **Tom** that for the first time in her life she feels really afraid.



2 **A Talaxian** captive tells **Tom Paris** that there is no escape from the **Vidian** prison. He also tells **Tom** that **B'Elanna** has probably been taken to **organ processing**, where she will be killed.



3 **Sulan** shows his patient that he has made her completely **Klingon**. He hopes that she will be immune to the **phage**.



6 **The Klingon B'Elanna** finally breaks her shackles and attacks **Sulan**, before escaping into the tunnels.





'Faces'

when Harry spots a group of Vidiians they beam back to the ship.

The Klingon B'Elanna tells Sulan that she is pleased he made her all Klingon, and that if he releases her restraints she will show him why Klingon females are renowned for their voracious sexual appetites. Although he is visibly tempted, Sulan resists.

The Vidiians come to the prison to take Durst. Paris tries to intervene, but the human B'Elanna stops him, obviously terrified.

Back on the *Voyager*, Harry tells the senior staff that he can detect a large forcefield that is obviously shielding a base.

Face to face

Sulan has grafted Durst's face on to his own in a twisted attempt to make himself more attractive to the Klingon B'Elanna. But she is enraged and breaks free, knocking Sulan out, before escaping.

Harry finds a way of beaming through the forcefield, but it is difficult. Janeway decides to send one person in to deactivate the forcefield and the **Doctor** surgically alters Chakotay to look like a Vidiian.

The prisoners have been set to work digging tunnels, but B'Elanna is struggling. She tells Tom that without her Klingon DNA she is fundamentally different. She has never been so scared. Seeing her weakness, a Vidiian sends B'Elanna back to the dorm.

In the prison, B'Elanna is left alone. She is trying to make sense of the security console when the guards spot her. The Vidiians try to drag her off, but the Klingon B'Elanna arrives and rescues her.

Later, in a deserted part of the tunnels, the two B'Elannas confront one another. Both of them are angry with the other. The human B'Elanna blames her Klingon half for losing her temper too often, costing her a career in **Starfleet**. The Klingon B'Elanna dismisses her human half as a coward and a weakling. Eventually, they realize that if they are going to escape, they will have to work together. The human B'Elanna knows how to deactivate the forcefield, but she needs the Klingon B'Elanna to protect her.

Chakotay finds Paris in the prison, and the two head toward organ processing.

The two B'Elannas go to Sulan's lab, where the human B'Elanna works on his security console, but they accidentally activate an alarm. The Klingon B'Elanna takes out one guard, but soon Sulan himself appears and raises his weapon as Chakotay

and Paris arrive. With Chakotay holding Sulan off, the human B'Elanna deactivates the forcefield. Before the *Voyager* team can beam away, Sulan fires at the human B'Elanna. He watches in horror as the Klingon B'Elanna steps into the path of the blast, and the Federation officers dematerialize.

Together again

The Klingon B'Elanna dies on the transporter pad, but not before she can tell

her human half that she is impressed with her courage. Later, in sickbay, the Doctor tells B'Elanna that she cannot survive without her Klingon DNA. Over the next few weeks, he will reintegrate it with her human body and she will be exactly as she was.

B'Elanna tells Chakotay that she has never felt more at ease with herself than she does now, but that she knows that without her Klingon half she is incomplete. It looks as if she'll just have to spend the rest of her life fighting with herself.

ON SCREEN...



7 Alone in the prison, B'Elanna examines the Vidiian security console. She has almost worked out how to lower the shields when the Vidiians catch her.



8 The two B'Elannas stand face to face. However much frustration these two warring halves have caused, they still need one another.



9 The Doctor surgically alters Chakotay to look like a Vidiian. Chakotay will beam into the Vidiian complex and try to lower the shields.



10 The Klingon B'Elanna stands guard as her human counterpart works on the security console in Sulan's lab. Paris and Chakotay soon join them.



11 The Klingon B'Elanna takes a blast meant for her human counterpart. She dies on the transporter pad, but before doing so she tells the human B'Elanna that she was impressed by her courage, and that her death will not be in vain.



12 In sickbay, B'Elanna must accept that she will be unable to survive without her Klingon DNA. Although she has always fought with her Klingon temper, she realizes that without the fierce Klingon side of her, she is incomplete.

STARSHIP FACTS

A Klingons are remarkably resistant to disease and injury. Almost all of the body's vital systems are duplicated, meaning that they can cope with diseases or significant injuries.

A Sulan uses transporter technology to separate B'Elanna's genetic material. A transporter accident once created two Captain Kirks.



'Sins of the Father'

When Commander Kurn comes aboard the *U.S.S. Enterprise* as part of the Starfleet Officer Exchange Program, his enthusiasm for this particular posting soon becomes clear: he is Worf's long-lost brother, and needs his help to clear a slur on the family name.

CAPTAIN'S LOG
STARDATE 43685.2

"As part of an exchange program, we are taking aboard a Klingon officer to return the recent visit of Commander Riker to the cruiser PAGH."

Captain Picard and Commander Riker prepare for the arrival of a Klingon officer as part of the ongoing Starfleet Officer Exchange Program. Commander Kurn has specifically requested the *U.S.S. Enterprise NCC-1701-D*, and the crew must treat him with respect.

When Kurn arrives he is all business, and asks to take up his station at once. The crew soon find Kurn's attitude difficult to cope with, and the only person the Klingon seems to treat gently is Worf.

Offended by Kurn's excessive politeness, Worf goes to his quarters to confront him. When Kurn tells Worf that he simply didn't want to hurt him it is too much for the Starfleet officer, who snarls a challenge and prepares to fight. Kurn smiles: this is exactly the response he would expect ... from his brother.

Kurn tells Worf that he was barely a year old when his family left for **Khitomer**. The visit wasn't expected to last long, and Kurn was left with a family friend, **Lorgh**. After the Khitomer massacre, Lorgh raised Kurn as his own, telling him of his true heritage when he reached the **Age of Ascension**. Kurn has come to Worf because the **Klingon High Council** has judged their father a traitor.

Family stories

Worf tells Captain Picard that his father, **Mogh**, has been accused of helping the **Romulans** in their attack on Khitomer, an attack in which he died. Picard asks why accusations are being made now, 20 years after the event. Worf replies that he doesn't know, as he will not hear the evidence until he arrives on the Klingon homeworld. It is Worf's duty to clear his father's name or answer for his crimes with his own life. Picard refuses to grant Worf leave, telling him that the *Enterprise* will accompany him and that he himself will stand at his side.

Kurn asks Worf to make him his **cha'Dich**, his 'second', or defender. During the challenge, Worf will not be permitted combat and so will need someone to defend him. Worf agrees, but forbids Kurn from revealing his true identity.

Worf, Kurn, and Picard beam down to the council chamber where Worf, son of Mogh, makes his challenge to the accuser: **Duras**,

ON SCREEN...



1 Kurn is a typically fearsome-looking Klingon. Sadly, his attitude to his new shipmates leaves a lot to be desired.



2 The Klingon visitor joins the command crew on the bridge of the *U.S.S. ENTERPRISE*, sitting to the Captain's right.



3 Away from the other *ENTERPRISE* crew members, Kurn has some amazing revelations for his long-lost brother.



4 On the Klingon homeworld, K'mpec orders a recess in the hearing to consider Duras's accusations.



5 Data is tasked with finding out everything he can about the bloody and brutal Khitomer massacre.



6 Duras and Kurn confront each other. When Kurn refuses to agree to Duras's demands, he is attacked and wounded.



'Sins of the Father'

the son of Mogh's greatest enemy. Duras claims that Mogh sent the defense access codes to the Romulans, allowing them to destroy the outpost. The thousands who died included Duras' father.

The leader of the Council, **K'mpec**, declares a recess and Picard returns to the *Enterprise*, where he orders **Data** to find out everything he can about what happened on Khitomer.

In the council chamber, K'mpec takes Worf to one side and asks him to drop the challenge. He tells Worf that the accusations will have no effect on his life, and that they must let the past be to protect the present.

Kurn meets Duras in a dark tunnel. Duras tells him to abandon Worf, but Kurn refuses to betray his brother. As Duras leaves, two assassins strike Kurn down. The *Enterprise* crew retrieve him, but he is too badly injured to serve as Worf's cha'Dich.

The truth uncovered

Data finds the basis of the accusations against Worf's father: the Klingons recently captured a Romulan vessel, and its logs show that Mogh transmitted the defense codes. However, when **Geordi** and Data compare the logs with those of a nearby **Federation** vessel, they discover a discrepancy that shows that the Romulan ship's logs have been falsified.

Worf tells Picard that he believes the whole council is against him. With Kurn injured he needs a new cha'Dich, and he would be honored if his captain would fill the role. Picard accepts, and the two beam down to the council chamber, where Worf presses his challenge. Duras is enraged and is ready to attack Worf, but Picard steps into his path. He is now Worf's cha'Dich; if Duras wants to fight, he'll oblige him.

On the *U.S.S. Enterprise*, **Dr. Crusher** tells Riker that she has found another survivor of Khitomer, **Kahlest**, Worf's nurse. Picard requests a recess and goes to look for Kahlest, who he finds in the old quarter of the city. She defends Mogh, but does not know who sent the fatal signal.

Disappointed, Picard leaves, but in the streets he is attacked by Duras's assassins. Picard downs one, but the other has the upper hand – until Kahlest stabs him in the back.

Picard has an idea. K'mpec does not

realise how much the old nurse knows, but perhaps she can be used to reveal the truth.

The captain takes Kahlest to the council chamber, where K'mpec calls the two of them, along with Worf and Duras, into his chambers. Picard refuses to reveal what Kahlest knows, insisting that her evidence be heard in open court. K'mpec acknowledges that this is impossible and dismisses Kahlest. He tells Picard and Worf that Duras's father was the traitor, but that the **House of Duras** is powerful, which is

why Mogh was made a scapegoat. The truth is unimportant. To preserve peace, Worf must die. A resolute Picard tells K'mpec that if Worf dies it will mean war. Worf, however, has a solution. He will accept discommendation, giving up his honor to preserve peace.

Outside, the Klingons, including Kurn – whose true identity is still secret – turn their backs on the son of Mogh. Slowly, Worf and his captain walk from the chamber, taking Worf's true honor with them.

ON SCREEN...



7 With Kurn badly injured, Captain Picard acts as Worf's new cha'Dich when the new evidence is presented to the Klingon High Council.



8 Picard gathers further evidence from Kahlest, another survivor of the Khitomer massacre. This elderly Klingon woman was Worf's nurse.



9 Duras's assassins confront Picard in the streets outside Kahlest's home. Someone obviously wants to prevent the truth from coming out.



10 Although Picard takes Kahlest back to the Klingon council, her testimony will not matter. K'mpec knows the truth, but Mogh is being made a scapegoat.



11 In front of K'mpec, Worf accepts his discommendation for the sake of peace, but takes at least a measure of revenge by hitting the unscrupulous Duras. As far as Worf is concerned, this matter is far from over.



12 As Picard and Worf leave the council chamber, the other Klingons turn their backs on them. Discommendation is a terrible insult for a Klingon, but this way war is prevented and the sons of Mogh live to fight another day.

STARSHIP FACTS

A Worf gives Picard a ritual knife when the captain acts as his cha'Dich. Afterward, Picard keeps the weapon in his quarters, where on Stardate 44143.7 the Talarian-raised human youth Jono uses it to stab the captain.

A Worf's honor, and that of his family, is later restored when he and Kurn agree to stand with Gowron against Duras in the Klingon Civil War.

William